

Terrors of Athas

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Athasian Druid

Animal Companions

The following is a list of acceptable animal companions for Athasian druids. Bold entries are monsters found in this document.

1st Level

Boneclaw, Lesser

Carru

Dire Rat

Eagle

Erdlu

Janx

Jhakar

Kes'trekel

Kivit

Owl

Silt Spawn²

Snake (small or medium viper)

4th Level or Higher (Level-3)

Carru, bull 6HD

Cheetah

Crodlu

Crodlu, heavy

Dire bat

Ermland

Jhakar, medium 6HD

Kluzd

Leopard

Lizard, Giant

Lizard, monitor

Rasclinn

Shark, Athasian¹

Snake, constrictor

Snake, Large viper

7th Level or Higher (Level-6)

Crodlu, heavy warmount

Inix

Kalin

Kluzd, 7HD

Lirr

Puddingfish¹

Lion

Lizard, Subterranean

Snake, Huge viper

Takis

Tiger

10th Level or Higher (Level-9)

Cha'thrang

Dire lion

Hatori

Lizard, Minotaur

Shark, Athasian, Huge¹

Snake, giant constrictor

13th Level or Higher (Level-12)

Lirr, large 11HD

Ruktoi²

Sloth, Athasian

16th Level or Higher (Level-15)

Dire Athasian shark¹

Dire tiger

Hatori, Gargantuan 17HD

Silt Horror, white²

Slimahacc

¹ Available only in an aquatic environment.

² Available only in a silt-rich environment.

List of Acceptable Monsters

The following are monsters that are considered acceptable in Dark Sun campaigns. Of course, the DM is always free to introduce any monster into his/her campaign.

Book of Vile Darkness

Templates (Bone Creature, Corpse Creature)

Creature Collection I (Revised)

Angler Ooze

Barrow Worm

Berserker Wasp

Blade Hood

Cathedral Beetle

Cave Moth

Cave Shrike

Child Trap

Cold Slime

Desert Falcon

Dire Monitor

Dragon, Mock

Drowned Lady

Dune Delver

Ebon Eel

Forge Wight

Gore Beetle

Hookwing

Lotus Flowers

Night Singer

Night Tyrant

Pyre

Red Colony

Rumbler

Sand Burrower

Scythe Falcon

Serpent Root

Solar Scarab

Sour Grub

Storm Kin

Thunder Orb

Vrail

Wolf Spider, Giant

Creature Collection II

Bitter Tree
 Blood Moth
 Carnivorous Tree
 Cloudsting
 Gallows Vine
 Leeching Willow
 Lightning Hawk
 Lurker Below
 Sand Wyvern
 Shadow Lord
 Shard Spider
 Siege Undead
 Spectral Plant
 Spined Lizard
 Swamp Fisher
 Swamp Tyrant
 Tar Beetle
 Thunder Kite
 Windrider

Creature Collection III

Allergorhai-Horhai (Death Worm)
 Ashcloud
 Barbed Thrasher
 Bitterfly
 Canopy Creeper
 Dart Blossom
 Dirgewood Tree
 Dread Crawler
 Flay Beast
 Golem
 Gray Lancer
 Living Bog
 Marble Sentinel
 Mist Murderer
 Mulchworm
 Ooze
 Patient Doom
 Quillwolf
 Razorleaf
 Sand Hulk
 Sand Sloth
 Sand Trapper
 Shellrak
 Speakerstones
 Spider, Saber
 Swarm (Bee, Dunefish, Gilings, Glutton Locust, Hive-fly, Poison Wing, Termite, Wasp)
 Tent Bird
 Templates (Multi-Armed, Wild Bier)

Expanded Psionics Handbook

Astral Constructs
 Blue
 Brain Mole
 Caller in Darkness
 Crysmal
 Folugub
 Githyanki (psionic)
 Githzerai (psionic)
 Intellect Devourer
 Phrenic Creature
 Phthisic
 Psicrystal
 Psion Killer
 Puppeteer

Thought Eater (can move between gray and prime instead of ethereal and prime)
 Thought Slayer
 Udoroot
 Yuan-Ti (psionic)

Fiend Folio

Ahuizotl
 Aquatic Ooze
 Blackstone Gigant
 Bloodhawk
 Caryatid Column
 Century Worm
 Chwidenchra
 Crawling Head
 Darkweaver
 Flame Snake
 Iron Cobra
 Kelp Angler
 Living Holocaust
 Lucent Worm
 Mongrelfolk
 Necrophidius
 Octopus Tree
 Ocularon
 Phiuhl
 Shadow Asp
 Sporebat
 Swarm, Plague Ant
 Swarm, Scarab Beetle
 Swarm, Viper
 Terror Bird
 Thunder Worm
 Tunnel Terror
 Wicker Man
 Yellow Musk Creeper
 Yellow Musk Zombie

Manual of the Planes

Energon
 Ephemera
 Genie
 Paraelemental
 Templates (Element, Half-Elemental, Shadow)

Miniatures Handbook

Magma Hurler
 Nothic
 Shadow Beast
 Stonechild
 Walking Wall

Monsters of Faerun

Aballin
 Bat, Deep
 Cloaker Lord
 Crawling Claw
 Dark Tree
 Giant Strider
 Golem
 Spider, Subterranean

Monster Manual

Animal (ape, bat, black bear, brown bear, cat, cheetah, dog, eagle, hawk, leopard, lion, lizard, monitor lizard, monkey, octopus, owl, rat, raven, snake, squid, tiger)
 Animated Object

Ankheg
 Aranea
 Arrowhawk
 Assassin Vine
 Azer
 Basilisk
 Beetle
 Behir
 Belker
 Bulette
 Chimera
 Cockatrice
 Darkmantle
 Dire Ape
 Dire Bat
 Dire Bear
 Dire Lion
 Dire Rat
 Dire Tiger
 Displacer Beast
 Dragonne
 Elemental
 Ettercap
 Ettin
 Genie
 Girallon
 Githyanki
 Githzerai
 Golem
 Hell Hound
 Imp
 Invisible Stalker
 Krenshar
 Magmin
 Mephit (all except ice)
 Owlbear
 Pseudodragon
 Rast
 Remorhaz, desert
 Scorpion, all
 Sea Cat
 Shadow
 Shadow Mastiff
 Skeleton
 Spider, all
 Spider Eater
 Thoqqua
 Tojanida
 Vermin
 Wyvern
 Yuan-Ti
 Zombie

Monster Manual 2

Breathdrinker
 Bronze Serpent
 Cloud Ray
 Dire Hawk
 Dire Snake
 Dune Stalker
 Elemental Weird
 Fire Bat
 Forest Sloth
 Greenvise
 Juggernaut
 Megapede
 Moonbeast
 Nightmare Beast

Psurlon
 Rampager
 Red Sundew
 Shadow Spider
 Spirit of the Land
 Tempest
 Thri-Kreen
 Templates
 Chimeric Creature
 Half Golem
 Monster of Legend (replace god with SM or SotL)
 Spellstiched
 Tauric
 Titanic
 Warbeast

Oriental Adventures

Nature Spirit
 Tako
 Toad, Giant

Savage Species

Templates
 Feral Creature
 Gelatinous Creature
 Ghost Brute
 Incarnate Construct
 Insectile Creature
 Monstrous Beast
 Multiheaded Creature
 Mummified Creature
 Reptilian Creature
 Spectral Creature
 Symbiotic Creature
 Umbral Creature
 Wight
 Winged Creature
 Wraith
 Yuan-ti

Tome of Horrors

(Duplicates not included)

Aerial Servant
 Algoid
 Amphisbaena
 Ant Lion
 Archer Bush
 Ascomoid
 Axe Beak
 Baric
 Basidironid
 Beetle
 Belabra
 Brown Pudding
 Cave Cricket
 Cave Moray
 Chrystones
 Clam, Giant
 Clubnek
 Cobra Flower
 Crab, Monstrous
 Crayfish, Monstrous
 Crystal Ooze
 Crystalline Horror
 Death Worm
 Decapus
 Diger

Dragonfish
 Drake, Salt
 Dun Pudding
 Dust Digger
 Eel, Giant Moray
 Elemental (Lightning Quasi, Psionic)
 False Spider
 Fire Nymph
 Fire Snake
 Firefiend
 Floating Eye
 Forester's Bane
 Frog, Monstrous (Giant, Giant Dire, Killer)
 Froghemoth
 Gloomwing
 Golem
 Hamster, Giant
 Hangman Tree
 Hell Moth
 Jellyfish, Monstrous
 Jupiter Bloodsucker
 Kampfult
 Kelp Devil
 Khargra
 Land Lamprey
 Leech, Giant
 Livestone
 Lizard, Rock-Horned
 Luker Above
 Magma Ooze
 Madragora
 Mantari
 Marble Snake
 Memory Moss
 Mercury Ooze
 Mihstu
 Mudman
 Mustard Jelly
 Obsidian Minotaur
 Olive Slime
 Phycomid
 Piercer
 Purple Moss
 Quickwood
 Rat, Shadow
 Rot Grub
 Russet Mold
 Sandling
 Sandman
 Scarlet Spider
 Scythe Tree
 Shadow, Lesser
 Slithering Tracker
 Slug, Giant
 Spinal Leech
 Stegocentipede
 Stranglweed
 Stunjelly
 Symbiotic Jelly
 Tenebrous Worm
 Throat Leech
 Tick, Giant
 Tiger Barb, Giant
 Tri-Flower Frond
 Tunnel Worm
 Twilight Mushroom
 Vampire Rose
 Vilstrak

White Pudding
 Wind Walker
 Witherweed
 Wolf-Spider
 Animals (barracuda, deer, electric eel, quipper)
 Templates (Abomination)

Underdark

Earth Glider
 Giant Cockroach
 Giant Maggot
 Lith
 Lurker
 Maur
 Stone Flyer
 Templates (Mineral Warrior)

ToA Creatures by Type

Aberration: Bvanen, Cistern Fiend, Dark Spider, Dune Reaper, Floater, Gaj, Kalin, Mud Fiend, Pakubrazi, Ruktoi, Sand Vortex, Sharg, Silt Horror, Silt Spawn, Sink Worm, Squark, Wall Walker.

(Air): Air Drake, Air Elemental Beast, Air Incarnation, Rain Drake, Rain Half-Elemental, Rain Incarnation, Rain Paraelemental, Rain Paraelemental Beast, Sun Drake, Sun Half-Elemental, Sun Incarnation, Sun Paraelemental, Sun Paraelemental Beast.

Animal: Aprig, Bear (Athasian), Bogo Snake, Boneclaw (lesser), Carru, Cha'thrang, Conashellae, Critic, Crodlu, Drik, Dunecrab, Dust Gilder, Dustgull, Erdland, Erdlu, Giant Lizard, Gorak, Hatori, Inix, Jaguar, Jankx, Jhakar, Jastrak Lizard, Kes'trekel, Kip, Kivit, Kluzd, Korinth, Kreeel, Lirr, Mekillot, Minotaur Lizard, Mole Boar, Pterrax, Puddingfish, Rasclinn, Roc, Shark, Silt Eel, Sitak, Skyfish, Slimahacc, Sloth, Strine, Subterranean Lizard, Sygra, Takis, Zhackal, Z'Tal.

(Aquatic): Dolphin, Kreeel, Puddingfish, Sharg, Shark, Skyfish, Squark, Water Beetle.

(Cold): Bloodvine, Poisonweed, Psi-Shadow, Rain Paraelemental.

Construct: Chanth, Golem, Guardian, Obsidian Retriever, Psionocus.

Dragon: Drake, Half-Drake.

(Earth): Crystal Spider, Earth Drake, Earth Elemental Beast, Earth Incarnation, Magma Drake, Magma Half-Elemental, Magma Incarnation, Magma Paraelemental Beast, Pit Snatcher, Silt Drake, Silt Half-Elemental, Silt Incarnation, Silt Paraelemental, Silt Paraelemental Beast, Silt Weird, Styr.

Elemental: Crystal Spider, Elemental Beast, Elemental Incarnation, Paraelemental, Paraelemental Beast, Pit Snatcher, Styr.

Elemental (Air): Air Elemental Beast, Air Incarnation, Rain Incarnation, Rain Paraelemental, Rain Paraelemental Beast, Sun Incarnation, Sun Paraelemental, Sun Paraelemental Beast.

Elemental (Earth): Crystal Spider, Earth Elemental Beast, Earth Incarnation, Magma Incarnation, Magma Paraelemental, Magma Paraelemental Beast, Pit Snatcher, Silt Incarnation, Silt Paraelemental, Silt Paraelemental Beast, Styr.

Elemental (Fire): Fire Elemental Beast, Fire Incarnation, Magma Incarnation, Magma Paraelemental, Magma Paraelemental Beast, Sun Incarnation, Sun Paraelemental, Sun Paraelemental Beast.

Elemental (Water): Rain Incarnation, Rain Paraelemental, Rain Paraelemental Beast, Silt Incarnation, Silt Paraelemental, Silt Paraelemental Beast, Water Incarnation, Water Elemental Beast.

(Extraplanar): Elemental Beast, Elemental Incarnation, Paraelemental, Paraelemental Beast, Psi-Shadow, Shadow Giant.

(Fire): Fire Drake, Fire Elemental Beast, Fire Incarnation, Magma Drake, Magma Half-Elemental, Magma Incarnation, Magma Paraelemental Beast, Sun Drake, Sun Half-Elemental, Sun Incarnation, Sun Paraelemental, Sun Paraelemental Beast.

Giant: B'roh, Giant, Half-Giant, Mountain Stalker.

Humanoid: Dwarf, Elf, Gith, Half-Elf, Halfling, Hej-Kin, Jozhal, Lask, Lizardfolk, Mindhome Folk, Mul, Nikaal, Pterran, Silt Runner, Slig, Tarek, Tari, Thrax, Tul'k, Villichi.

(Incorporeal): Sand Bride, Sand Mother.

Magical Beast: Aviarag, Black Mastyrrial, Boneclaw (greater), Dagorran, Dolphin, Fire Eel, Fire Lizard, Flailer, Fordorran, High Drik, Id Fiend, Kirre, Klar, Mountain Spider, Psi-Shadow, Raakle, Razorwing, Ruve, Sand Howler, Sand Worm, Silk Wyrm, Silt Serpent, Silt Weird, Spinewyrm, Tagster, Tembo, Tigone, Wrab, Xerichou.

Monstrous Humanoid: Aarakocra, Baazrag, Belgoi, Bog Wader, Braxat (Athasian), Dray, Dune Freak, Feylaar, Magera, Reggelid, Scrab, Ssurran, T'Chowb, Thrax, Thri-Kreen, Trin, Zik-trin'ak, Zik-trin'ta.

Ooze: Dagolar Slime, Tyrian Slime.

Outsider: Half-Elemental.

Outsider (Air): Rain Half-Elemental, Sun Half-Elemental.

Outsider(Earth): Magma Half-Elemental, Silt Half-Elemental.

Outsider(Fire): Magma Half-Elemental, Sun Half-Elemental.

Outsider(Water): Rain Half-Elemental, Silt Half-Elemental.

Plant: Bloodgrass, Bloodvine, Blossomkiller, Brain Seed, Bramble, Burnflower, Dew Frond, Dune Trapper, Elven Rope, Hunting Cactus, Poisonweed, Rock Cactus, Rock Cactus (bloodsucking), Sand Cactus, Spider Cactus, Strangling Vines, Treant.

(Psionic): Aviarag, Bear (Athasian), Belgoi, Black Mastyrrial, Boneclaw (greater), Brain Seed, Braxat (Athasian), Bvanen, Cistern Fiend, Critic, Crystal Spider, Dagolar Slime, Dagorran, Dark Spider (psion and queen), Dolphin (Athasian), Drake, Dune Reaper (matron and warrior), Erdland, Feylaar, Flailer, Floater, Fordorran, Gaj, Giant (beasthead), Guardian, Hej-Kin, Hunting Cactus, Id Fiend, Jozhal, Kes'trekel, Kirre, Klar, Mindhome Folk, Mountain Spider, Pit Snatcher, Psi-Shadow, Psionocus, Pterax, Razorwing, Ruve, Sand Vortex, Scrab, Silk Wyrm, Silt Horror (Black, Brown, Grey, Magma, Red), Silt Serpent, Silt Weird, Sitak, Spinewyrm, Squark, Tagster, T'Chowb, Tembo, Tigone, Tul'k, Villichi, Wall Walker, Wrab, Xerichou, Zhackal, Zik-trin'ak.

(Reptilian): Jozhal, Lizardfolk, Nikaal, Pterran, Silt Runner.

(Shapechanger): Pakubrazi.

Undead: Defiled, Sand Bride, Sand Mother.

Vermin: Antloid, Barbed Scorpion, Boring Beetle, Cave Fisher, Desert Mastyrrial, Dragon Beetle, Gold Scorpion, Hurrum, Jalath'gak, Kank, Locust Swarm, Mini-Kank Swarm, Mulworm, Ock'n, Renk, Rhinoceros Beetle, Rubbish Slug, Sandcrawler, Screamer Beetle, Silt Spider, Water Beetle, Watroach Beetle, Wezer.

(Water): Rain Drake, Rain Half-Elemental, Rain Incarnation, Rain Paraelemental Beast, Silt Drake, Silt Half-Elemental, Silt Incarnation, Silt Paraelemental, Silt Paraelemental Beast, Silt Weird, Water Drake, Water Elemental Beast, Water Incarnation.

Templates: Beasthead Giant, Black-Touched, Chanth, Defiled, Elemental Incarnation, Gray-Touched, Guardian, Half-Drake, Half-Elemental (paraelemental), Pakubrazi-Tainted, Thrax.

Summon Monster – Athasian variant

Summon Monster – Athasian variant

Creatures in **bold** are found in *Terrors of Athas*.

Creatures in *italics* are found in *Terrors of the Deadlands*.

¹ The creature may only be summoned into an aquatic environment.

² The creature may only be summoned into a silt-rich environment.

³ The creature may only be summoned into an *abundant* environment (DS3e Core Rules Chapter 8).

1st Level

Air incarnation hawk

Air incarnation owl

Black-touched dustgull

Earth incarnation jankx

Fire incarnation dire rat

Fire incarnation giant fire beetle

Gray-touched sandcrawler

Magma incarnation monstrous centipede, Medium

Magma incarnation monstrous scorpion, Small

Rain incarnation skyfish¹

Silt incarnation monstrous spider, Small

Silt incarnation snake, Small viper

Sun incarnation monkey

Water incarnation octopus¹

2nd Level

Air incarnation eagle

Black-touched kes'trekel

Blight (undead)

Earth incarnation riding dog

Fire incarnation giant bombardier beetle

Magma incarnation monstrous centipede, Large

Magma incarnation monstrous scorpion, Medium

Rain incarnation jhakar

Silt incarnation monstrous spider, Medium

Silt incarnation snake, Medium viper

Sun incarnation giant bee

Water incarnation shark, Medium¹

3rd Level

Air incarnation razorwing

Black-touched dire bat

Black-touched tagster

Earth incarnation cave fisher

Elemental, Small (any)

Fire incarnation giant lizard

Gray-touched raslinn

Gray-touched sand howler

Gray Zombie (undead)

Magma incarnation giant termite queen

Magma incarnation monstrous centipede, Huge
 Rain incarnation black bear
 Silt incarnation snake, constrictor
 Silt incarnation snake, Large viper
 Sun incarnation ape
 Water incarnation kluzd

4th Level

Air incarnation giant owl
 Black-touched bog wader
 Earth incarnation lion
 Fire incarnation lirr
 Gray-touched pterrax
 Magma incarnation monstrous spider, Large
 Mephit (any)
 Shadow
 Silt incarnation snake, Huge viper
 Sun incarnation giant wasp
 Thoqqua
 Water incarnation athasian shark, Large¹
 Xorn, minor

5th Level

Air incarnation dire ape
 Earth incarnation takis
 Elemental, Medium (any)
 Fire incarnation giant stag beetle
 Gray-touched tiger
 Gray-touched wall walker
 Gray-touched war crodlu
 Magma incarnation monstrous scorpion, Large
 Obsidian Beast
 Psi-Shadow
 Rain incarnation feylaar
 Rast
 Shadow Giant
 Shadow mastiff
 Silt incarnation cha'thrang
 Sun incarnation brown bear
 Water incarnation athasian shark, Huge¹

6th Level

Athasian wraith
 Black-touched tigone
 Earth incarnation monstrous spider, Huge
 Elemental beast (any)
 Elemental, Large (any)
 Fire incarnation dire lion
 Gray-touched kalin
 Gray-touched subterranean lizard
 Janni (genie)
 Magma incarnation monstrous centipede,
 Gargantuan
 Paraelemental beast (any)
 Silt incarnation brown silt horror²
 Sun incarnation snake, giant constrictor

7th Level

Arrowhawk, elder
 Black-touched dark spider defiler
 Black-touched tembo
 Djinni (genie)
 Earth incarnation slimahacc
 Elemental, Huge (any)
 Gray-touched cilops
 Gray-touched hatori
 Invisible stalker

Magma incarnation monstrous scorpion, Huge
 Sand Bride
 Water incarnation giant octopus¹

8th Level

Air incarnation aviarag
 Black-touched kirre
 Earth incarnation dire bear
 Elemental, greater (any)
 Fire incarnation dire tiger
 Gray-touched gaj
 Gray-touched silt weird
 Greater shadow
 Magma incarnation monstrous centipede, Colossal
 Silt incarnation white silt horror²
 Sun incarnation monstrous spider, Gargantuan
 Water incarnation giant squid¹

9th Level

Air incarnation athasian roc
 Black-touched dark spider psion
 Black-touched obsidian retriever
 Earth incarnation athasian treant³
 Elemental, elder (any)
 Fire incarnation dark spider queen
 Gray-touched high drik
 Magma incarnation monstrous scorpion, Gargantuan
 Sand Mother
 Silt incarnation monstrous spider, Colossal
 Water incarnation dire athasian shark¹

Summon Nature's Ally — Athasian Variant

Creatures in **bold** are found in *Terrors of Athas*.

¹ The creature may only be summoned into an aquatic environment.

² The creature may only be summoned into a silt-rich environment.

³ The creature may only be summoned into an *abundant* environment (DS3e Core Rules Chapter 8).

1st Level

Dire rat
 Eagle (animal)
Jhakar (animal)
 Monkey (animal)
 Octopus¹ (animal)
 Owl (animal)
Skyfish¹ (animal)
 Snake, Small viper (animal)

2nd Level

Bear, black (animal)
Cheetah (animal)
 Dire bat
 Elemental, Small (any)
Giant Lizard (animal)
Kluzd (animal)
Razorwing
 Shark, Medium¹ (animal)
 Snake, Medium viper (animal)
 Squid¹ (animal)

3rd Level

Ape (animal)
Athasian shark, Large¹ (animal)
 Eagle, giant
Hej-Kin
 Lion
Lirr (animal)
 Owl, giant
 Snake, constrictor (animal)
 Snake, Large viper (animal)
Takis (animal)
 Thoqqua

4th Level

Arrowhawk, juvenile
 Bear, brown (animal)
Cha'thrang (animal)
 Dire ape
 Elemental, Medium (any)
Inix (animal)
 Salamander, flamebrother
Mountain Spider
 Sea cat¹
 Snake, Huge viper (animal)
Strine (animal)
Subterranean lizard (animal)
 Tiger (animal)
 Tojanida, juvenile¹
War crodlu (animal)
 Xorn, minor

5th Level

Arrowhawk, adult
Athasian shark, Huge¹ (animal)
Athasian sloth (animal)
 Dire lion
 Elemental, Large (any)
Feylaar
 Janni (genie)
Minotaur Lizard
 Rast
Shadow Giant
 Snake, giant constrictor (animal)
Tigone
 Tojanida, adult¹

6th Level

Dire bear
 Elemental, Huge (any)
Elemental Beast (any)
 Girallon
Hatori (animal)
 Octopus, giant¹ (animal)
Paraelemental Beast (any)
Puddingfish¹ (animal)
 Salamander, average
 Xorn, average

7th Level

Arrowhawk, elder
Athasian treant³
 Dire tiger
 Djinni (genie)
 Elemental, greater (any)
 Invisible stalker

Sand Bride
Slimahacc (animal)
 Squid, giant¹ (animal)
White silt horror² (animal)
 Xorn, elder

8th Level

Athasian roc
Drik
 Salamander, noble
 Tojanida, elder¹

9th Level

Elemental, elder
Sand Mother
Sink worm
Styr



Aarakocra

Aarakocra, 1st-Level Warrior Medium Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 90 ft. (average)

Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d3)

Full Attack: 2 claws +1 melee (1d3) and bite -4 melee (1d2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Aerial dive

Special Qualities: Claustrophobic

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

Abilities: Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 8

Skills: Knowledge (nature) +2, Listen +0, Spot +0*

Feats: Flyby Attack

Environment: Mountains (White Mountains)

Organization: Solitary, flight (3-6), or tribe (11-30 plus 1 cleric of 3rd-5th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often neutral good

Advancement: By character class

Level Adjustment: +1

Tall, avian humanoids, these creatures stand six and a half to eight feet tall, with a wingspan of about 20 feet. They have black eyes and gray beaks, resembling lanky, disheveled vultures from a distance. Their plumage ranges from silver-white to brown to even pale blue.

Aarakocra are the most commonly encountered bird-people of the Tablelands. Some are from Winter Nest in the Snow Crown Mountains near Kurn, while others are from smaller tribes scattered in the Ringing Mountains and elsewhere. These freedom-loving creatures rarely leave their homes high in the mountains, but sometimes, either as young wanderers or cautious adventurers, they venture into the inhabited regions of the Tablelands.

While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate on their chest (the breastbone), which provides protection from blows, but most of their bones are hollow and brittle and break more easily than most humanoids' bones. The aarakocra's unusual build means they must wear armor specifically made for aarakocra. Aarakocra usually live between 30 and 40 years. Male aarakocra weigh around 100 pounds, while females usually weigh 85 pounds.

An aarakocra's beak comprises much of its head and can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous.

Combat

Aarakocra attack by swooping down on their prey and striking them with their claws, then swooping off to avoid retaliation, only to wing around and repeat the dive if necessary. Aarakocra can also employ a bite attack, but they usually only use that when they are on the ground.

Aarakocra Traits (Ex):

- **-2 Strength, +4 Dexterity, -2 Constitution:** Aarakocra have keen reflexes, but their lightweight bones are fragile.
- **Medium:** As Medium creatures, aarakocra have no special bonuses or penalties due to their size.
- **Aarakocra base speed is 20 feet, and can fly with a movement rate of 90 feet (average).**
- **Low-light vision.** Unlike other monstrous humanoids, aarakocra do not have darkvision.
- ***+6 racial bonus to Spot checks in daylight.** Aarakocra have excellent vision.
- **Natural Armor:** An aarakocra's bone chest plate provides some protection from blows and gives the aarakocra a **natural armor** bonus of +1.
- **Natural Weaponry:** An aarakocra can rake with its claws for 1d3 points of damage, and use its bite for 1d2 points of damage.
- **-2 morale penalty on all rolls when in an enclosed space.** Aarakocra are claustrophobic, and being underground or in enclosed buildings is extremely distressing.
- **Aerial Dive:** Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. Aarakocra may make claw attacks, or attack with a lance held in both claws. These attacks deal double damage.
- **Automatic Languages:** Aarakocra and common. Bonus languages: Auran, Elven, Gith, Pterran and Ssurran. Aarakocra often learn the languages of their allies and enemies.
- **Favored Class:** Cleric.
- **Level Adjustment:** +1.

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

Aarakocra Society

Aarakocra zealously defend their homeland. They are mistrustful of strangers that venture onto their lands. Many of the southern tribes exact tolls on all caravans passing through their lands, sometimes kidnapping scouts or lone riders until tribute is paid. Tribute can take the form of livestock or shiny objects, which aarakocra covet. Some evil tribes may attack caravans without provocation. Aarakocra have great confidence and pride in their ability to fly, but have little empathy for land-bound races.

Aarakocra tend towards neutrality with regard to law or chaos. With respect to good and evil, aarakocra tribes usually follow the alignment of their leader. A tribe whose leader is neutral good will contain lawful good, neutral good, chaotic good and neutral members, with most members being neutral good. Aarakocra, even good ones, rarely help out strangers.

Most aarakocra communities are small nomadic tribes. Some prey on caravans, while others build isolated aeries high in the mountains. The least xenophobic aarakocra generally come from Winter Nest, in the White Mountains, a tribe allied with the city-state of Kurn. Of all the human communities, only Kurn builds perches especially made for aarakocra to rest and do business. In contrast, king Daskinor of Eldaarich has ordered the capture and extermination of all aarakocra. Other human communities tolerate aarakocra characters but do not welcome them. Merchants will do business with aarakocra as long as they remain on foot. Most land-bound creatures are suspicious of strange creatures that fly over their herds or lands

unannounced, and templars, even in Kurn, have standing orders to attack creatures that fly over the city walls without permission.

Aarakocra shamans are usually air clerics, sometimes sun clerics, and occasionally druids. Most rituals of aarakocra society involve the summoning of an air elemental or Hraak'thunn. Summoned air elementals are often used in an important ritual, the Hunt. The aarakocra coming of age ceremony involves hunting the great beasts found in the silt sea.

Aarakocra are as familiar with psionics as other races of the Tablelands. They particularly excel in the psychoportation discipline. In spite of their low strength and constitutions, they excel as psychic warriors, often using ranged touch powers from above to terrifying effect.

Most aarakocra tribes shun wizardly magic, but a few evil tribes have defilers, and one prominent good-aligned tribe, Winter's Nest, has several preservers.

Athasian aarakocra speak their own language. They have no written language of their own, though some of the more sophisticated tribes have borrowed alphabets from their land-bound neighbors. Regardless of the language spoken, aarakocra do not possess lips, and therefore cannot even approximate the 'm', 'b' or 'p' sounds. They have difficulty also with their 'f's and 'v's, and tend to pronounce these as 'th' sounds.

Aviarag

Large Magical Beast (Psionic)

Hit Dice: 8d10+24 (68 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

Armor Class: 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +8/+18

Attack: Claw +13 melee (1d8+6)

Full Attack: 2 claws +13 melee (1d8+6) and 1 bite +11 melee (1d8+3)

Space/Reach: 10 ft./ 5 ft.

Special Attacks: Improved grab, piercing roar, psi-like abilities, pounce, rake 1d8+3

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

Saves: Fort +9, Ref +10, Will +3

Abilities: Str 22, Dex 18, Con 16, Int 12, Wis 13, Cha 11

Skills: Concentration +12, Hide +9, Search +6, Spot +6, Survival +6

Feats: Improved Initiative, Improved Natural Attack (claw), Multiattack

Environment: Hills

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral good

Advancement: 9-16 HD (Huge), 17-24 (Gargantuan)

Level Adjustment: —

A leonine beast sails into view on wings of the deepest blue plumage that fades to white at the tips. Its gaze is steady beneath its azure-tinted mane, alight with the fire of a keen intellect. The creature walks as easily on two legs as on all fours, and a tail, forked like a swallow's, swishes between its legs.

The aviarag is a noble psionic creature, thought to be legendary by most Athasians. Aviarags stake out small

areas of territory, 15 miles across being the average, and prey on small mammals and rodents. Aviarags will attack larger prey if hungry or if forced to defend their territory.

Aviarags are loners, preferring lives of solitary contemplation in simple harmony with the natural world around them. Many civilized races cannot understand how a creature as intelligent as an aviarag could willingly live as a beast. The aviarag smiles at such sentiments, knowing a kind of freedom that cannot be held, or even understood, so long as one clings to roof, field and tool.

Aviarags are powerful users of the Way, possessing a host of psionic abilities. They use these powers to assess strangers before determining how best to deal with them. These powers make them valued as guides and advisors, when one can be located. Athasian folklore features references to aviarags used as mounts or beasts of burden, but given the creature's intellect, such relationships are almost certain to have been voluntary, where they existed at all.

An average aviarag lives for about 30 years, stands almost 4 feet tall at the shoulder and is up to 10 feet long, weighing in at around 650 pounds.

Combat

Aviarags are congenial beasts when approached with care and respect, but they are courageous and tenacious foes when forced into combat. The aviarag prefers to keep its attacks physical, concentrating on combinations of claws, bites and savage rakes.

If it is able to attack with surprise, an aviarag will swoop in from behind, emitting a piercing roar just before it strikes. An aviarag will keep its psionic powers in check for as long as possible, using them only as a last resort.

Improved Grab (Ex): If the aviarag hits with its claws or with its bite it can initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Piercing Roar (Su): Three times per day the aviarag can emit a piercing roar that causes all within a 30 ft. cone to make a **Fortitude save** (DC 17) or be **stunned** for 1 round. The save DC is Constitution-based.

Pounce (Ex): If an aviarag charges a foe, it can make a full attack, including two rake attacks.

Psi-Like Abilities: At will—*conceal thoughts*, *danger sense* (uncanny dodge*), *empathy* (55 ft. range, duration up to 8 hours*), *mindlink* (unwilling targets, 3 additional targets, DC 11*), *read thoughts* (DC 12), *sense link* (subject perceives aviarag's senses, links second sense*), *ubiquitous vision*; 3/day—*anchored navigation*, *mindwipe* (DC 14). Manifestor level 8th. The save DCs are Charisma-based.

*Includes augmentation for the aviarag's manifestor level.

Rake (Sp): Attack bonus +13 melee, damage 1d8+3.

Aviarag Society

As noted above, the aviarag is a solitary creature. Once every two years, however, the female of the species will leave her territory and search for a mate. Aviarag do not pair for life and after a brief mating season, the female will return to her lair. Up to 1d4 young are born three months after mating, remaining with their mother for their first year before venturing forth into the world to seek territory of their own.

B'rohg

Huge Giant

Hit Dice: 6d8+24 (51 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+19

Attack: Longspear +9 melee (2d8+10/x3) or great club +9 melee (4d6+10) or slam +9 melee (1d6+7) or rock +5 ranged (2d8+7)

Full Attack: Longspear +5 melee (2d8+10/x3) and greatclub +5 melee (4d6+10); or 4 slams +9 melee (1d6+7); or rock +5 ranged (2d8+7)

Space/Reach: 15 ft./15 ft. (30 ft. with longspear)

Special Attacks: Rock throwing

Special Qualities: Low-light vision

Saves: Fort +9, Ref +4, Will +2

Abilities: Str 25, Dex 15, Con 19, Int 6, Wis 10, Cha 11

Skills: Climb +16, Listen +2, Spot +3, Survival +3

Feats: Combat Reflexes, Multiweapon Fighting, Power Attack

Environment: Deserts

Organization: Solitary, Clique (2-4), band (4-12)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +9

Before you stands a four armed giant with dark orange skin, primitive facial features, and sharply pointed ears located towards the back of its skull. Long black hair grows down its back but its pate is quite bald.

B'rohgs are a species of four-armed humanoids akin to giants. Simpleminded, nomadic hunters and gathers, b'rohgs tend to keep to themselves, only attacking when they feel threatened. Bands have been known to turn to raiding in desperate situations. B'rohgs are often captured and put to work in the arena as gladiators. Some are even tricked into service with promises of food and sweetmeats but this is the exception rather than the rule. Most b'rohgs are not intelligent enough to remember their friends, let alone long-term promises.

Although they are treated like animals by their owners, enslaved b'rohgs still possess enough cunning to be able to escape from time to time. These "renegade" b'rohgs often have developed considerable skill with weaponry and combat techniques during their time in captivity and are viewed with concern as a result.

B'rohgs communicate through a series of grunts and hand signals. While they are too stupid to learn more contemporary speech, others can learn the grunt and sign language of the b'rohgs. Adult b'rohgs stand about 15 ft. high.

Combat

B'rohgs may use any of their four arms equally well and are adept at fighting with a weapon in each hand. Their favored form of attack is with a club in each of their two lower hands and a spear grasped with their upper hands. B'rohgs have never taken to projectile weapons but have developed a certain degree of skill with rock throwing.

Rock Catching (Ex): Once per round, a b'rohg that would normally be hit by a rock can make a **Reflex** save to catch a rock (or similar projectile) as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one (if the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The b'rohg must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult b'rohgs are accomplished rock throwers and receive a +1 **racial bonus** on attack rolls when throwing rocks. A b'rohg of at least Huge size can hurl rocks weighing 60 to 80 pounds each (Medium objects) up to five range increments. The size of the range increment is 140 feet.

Skills (Ex): A b'rohg has a +8 **racial bonus** on **Climb checks**. It can always choose to take 10 on a **Climb check**, even if rushed or threatened.

B'rohg Society

Dominated by their strongest males, b'rohgs are a throwback to simpler times. They live in small nomadic bands comprised of 1-4 family units called cliques, consisting of one male, one or two females, and generally fewer than four total offspring. The strongest b'rohgs in a band will primarily be hunters, while the older, weaker members and the children are gatherers and water bearers. B'rohgs have no mastery of fire but do not fear it. They also have no real understanding of death and will ignore objects or creatures that do not display signs of life (although they have learned that "playing dead" is a tactic sometimes used by their foes and will repeatedly strike felled enemies, just to be sure).

B'rohgs as Characters

Usually only a b'rohgs that has had extended contact with other intelligent races will have class levels, but unusually intelligent individuals have been known to advance in class levels without outside help. B'rohgs characters possess the following racial traits.

- +14 **Str**, +4 **Dex**, +8 **Con**, -4 **Int**
- Huge size. -2 penalty to **Armor Class**, -2 penalty on attack rolls, -8 penalty on **Hide** checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters.
- Space/Reach: 15 ft. / 15 ft.
- A b'rohgs base land speed is 40 feet.
- **Low-light vision**.
- **Racial Hit Dice:** A b'rohgs begins with 6 levels of **giant**, which provide 6d8 **Hit Dice**, a **base attack bonus** of +4, and **base saving throw bonuses** of **Fort** +5, **Ref** +2 and **Will** +2.
- **Racial Skills:** A b'rohgs **giant** levels give it skill points equal to 9 x (2 + **Int** modifier). Its class skills are **Climb**, **Listen**, **Spot** and **Survival**.
- A b'rohgs **giant** levels give it 3 feats.
- **Weapon Proficiency:** A b'rohgs is proficient with simple and martial weapons as well as its natural weaponry.
- +6 **natural armor bonus**.
- **Natural Weapons:** 4 slams (1d6).
- **Special Attacks** (see above): Rock throwing.
- **Special Qualities** (see above): Rock catching.
- **Automatic Languages:** B'rohgs. **Bonus Languages:** none.
- **Favored Class:** Ranger.
- **Level Adjustment:** +9.

Baazrag

Large Monstrous Humanoid

Hit Dice: 4d8+7 (25 hp)

Initiative: +1

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +4/+11

Attack: Club +6 melee (1d8+4) or slam +6 melee (1d4+3) or club +4 ranged (1d6+3)

Full Attack: Club +6 melee (1d8+4) and bite +2 melee (1d6+1); or 2 slams +6 melee (1d4+3) and bite +2 melee (1d6+1); or club +4 ranged (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 16, Dex 12, Con 12, Int 4, Wis 14, Cha 5

Skills: Climb +15, Spot +5

Feats: Toughness, Weapon Focus (bite)

Environment: Stony barrens

Organization: Solitary, family (2-12)

Challenge Rating: 2

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +3

Broad and muscled, this creature stands over five feet in height, despite its humped back. It uses the knuckles of its hands as well as its feet to walk or run.

Baazrag have been described as "600 pounds of fur and muscle." Generally they only stand to their full height of nine feet when they are angered. Their skin is a mottled red and gray, and a mop of dark hair runs from their foreheads all the way down to the backs of their thighs, but their faces and chests are scaled and hairless. Their arms are disproportionately large for their bodies, and their hands doubly so. With three fingers and a thumb on each hand, the baazrag has hands as large as a half-giant, even though they stand less than half their height. Because of the baazrag's powerful leg muscles, they are often used to pull carts within the cities. A baazrag's hump is used for water storage and diminishes in size as the creature dehydrates.

Combat

Baazrag tend to wield large clubs or their bare hands. They also have a bite attack, but they usually use this when grappling an opponent.

In forest and mountain terrain, baazrag tend to drop from above to start an ambush, preferably at night. Their low-light vision combined with their natural scent ability gives them strong combat advantages at night, but their range of vision is halved during daylight.

Improved Grab (Ex): To use this ability, a baazrag must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills (Ex): A baazrag has a +8 racial bonus on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Baazrag Society

A distant cousin to the Athasian sloth, the baazrag is a wild creature that is often domesticated for slave labor in the cities. Although quite dull, the baazrag is sentient, and some can even understand the Common speech, although they approximate it poorly with their grunts, howls and growls. City baazrags understand the Common speech and can learn to understand other languages, but they cannot make themselves understood; their throats and gullets make it difficult for them to enunciate words in the common speech and other humanoid languages.

A non-baazrag can learn to comprehend the baazrag's garbled voice as if taking the Speak Language skill. Some humanoids find the skill worthwhile, since baazrags can be faithful and useful companions. Such characters are known as "baazrag handlers" by the animal trade, and can always find good employment as overseers and trainers.

In their wilderness packs, baazrags follow their druid shaman with a great deal of deference, not understanding the shaman's dealings with the elements and the spirits that in their beliefs run the world, but trusting their shaman to understand and intercede for them. City-bred baazrags remain very superstitious, and believe almost anything that they are told about the supernatural. The most awesome displays of supernatural power tend to win their respect and submission.

In the cities, baazrags tend towards a brutish neutrality. Baazrags raised in captivity tend to obey and accept verbal abuse, but they will lash out ferociously when physically hurt, regardless of the consequences. Only a fool flogs a baazrag.

Baazrags distinguish each other's gender by scent, not by appearance, and certainly not by name, so there is no distinction between male and female baazrag names.

Baazrags fear magic but do not hate it - they have a fascination and curiosity with it, especially the showy kind. They have been known to gape and cheer in admiration of a fireball, even when it has been used against their allies.

Baazrag as Characters

The favored class of the baazrag is brute. The few baazrags who are fortunate enough to get training in the Way become passable psychic warriors. They have a difficult time understanding telepathy and cannot understand the concept of someone being controlled. If an ally is possessed or psychically controlled and harms the baazrag, the baazrag finds it very difficult to understand the concept that the person is not acting of his own free will.

Baazrag characters possess the following racial traits.

- +6 **Str**, +2 **Dex**, +2 **Con**, -6 **Int**, +4 **Wis**, -6 **Cha**
- Large size. -1 penalty to **Armor Class**, -1 penalty on attack rolls, -4 penalty on **Hide** checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 ft./10 ft.
- A baazrag's base land speed is 40 feet.
- **Low-light vision**.
- **Racial Hit Dice:** A baazrag begins with 4 levels of **monstrous humanoid**, which provide 4d8 **Hit Dice**, a base attack bonus of +4, and base saving throw bonuses of **Fort** +1, **Ref** +4 and **Will** +4.
- **Racial Skills:** A baazrag's **monstrous humanoid** levels give it skill points equal to 7 x (2 + **Int** modifier). Its class skills are **Climb**, **Spot** and **Survival**.
- A baazrag's **monstrous humanoid** levels give it 2 feats.
- **Weapon Proficiency:** A baazrag is proficient with simple weapons and its natural weapons.

- +2 natural armor bonus.
- **Natural Weapons:** Bite (1d6), 2 slams (1d4).
- **Special Attacks** (see above): Improved grab.
- **Special Qualities** (see above): Low-light vision, scent.
- **Speech Difficulty:** Baazrags cannot make themselves understood verbally. Others must take a special Speak Language rank to be able to understand baazrags.
- **Automatic Languages:** Baazrag. **Bonus Languages:** Common.
- **Favored Class:** Brute.
- **Level Adjustment:** +3.

Belgoi

Medium Monstrous Humanoid (Psionic)

Hit Dice: 5d8 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 Dex), touch 13, flat-footed 10

Base Attack/Grapple: +5/+5

Attack: Claw +5 melee (1d4)

Full Attack: 2 claws +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bell ringing, psi-like abilities, Strength damage

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +7, Will +5

Abilities: Str 11, Dex 16, Con 10, Int 12, Wis 8, Cha 14

Skills: Hide +7, Intimidate +6, Listen +3, Move Silently +8, Search +4, Spot +3

Feats: Ability Focus (*domination*), Iron Will

Environment: Deserts

Organization: Party (1-10), tribe (30-100)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +4

When seen from a distance, this creature appears human, but its blue skin, clawed hands and webbed, three-toed feet soon give it away. The creature has no teeth, no visible ears, and its hair is black and stringy.

Belgoi are a race of savage humanoids that live in the most desolate of places, since no other race will allow them nearby. Belgoi seem to revel in destruction, and are considered to be second only to the defilers in the damage they do to the world around them.

Belgoi speak their own language and the Common tongue.

Combat

Belgoi attempt to use the cover of darkness to mask their attacks. Usually, when attacking a group of creatures, they use their *domination* power to draw a single individual away from the main group, to a place where they can use their *Strength* damage ability uninterrupted. They then attempt to draw out the next creature, and so on, until they feel confident that they can overcome the rest of the group without loss.

If forced into melee combat, the belgoi use claws so they can use their *Strength* damage ability, and usually will not use weapons. When a battle turns against the belgoi, they retreat and return later with reinforcements.

Only by killing the entire raiding party can a battle with the belgoi be prevented from turning into a long running engagement lasting for days.

Bell Ringing (Su): Belgoi use a bell to focus their *domination* power. A *domination* target who hears the belgoi's bell receives a -2 penalty on his *Will* save.

Psi-Like Abilities: 3/day—*attraction* (+7 bonus, DC 16*), *brain lock* (all targets, DC 14*), *ego whip* (DC 14), *empty mind*, *psionic dominate* (DC 18). Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for the belgoi's manifest level.

Strength Damage (Ex): An individual struck by a belgoi's claw attack takes 1d6 points of temporary *Strength* damage, unless the belgoi scores a critical hit, in which case the target takes 2d6 points of temporary *Strength* damage instead.

Belgoi Society

Belgoi form large nomadic tribes that move into an area, strip it of all resources, and then move on. These tribes send out raiding parties that attack caravans and small villages, hoping to obtain food and treasure. They will eat anything but prefer the taste of the flesh of intelligent races.

Belgoi as Characters

The favored class of belgoi is psion. Most belgoi leaders will be psions or fighter/psions. Belgoi clerics almost always serve the element of fire. A few, rare individuals have learned the art of defiling and may progress as wizards.

Belgoi characters possess the following racial traits:

- +6 *Dex*, +2 *Int*, -2 *Wis*, +4 *Cha*
- Medium size. Belgoi receive no penalties or bonuses due to their size.
- *Space/Reach:* 5 ft./5 ft.
- A belgoi's base land speed is 30 feet.
- *Darkvision* out to 60 feet.
- **Racial Hit Dice:** A belgoi begins with 5 levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4 and Will +4.
- **Racial Skills:** A belgoi's monstrous humanoid levels give it skill points equal to 8 x (2 + *Int* modifier). Its class skills are *Hide*, *Intimidate*, *Listen*, *Move Silently*, *Search* and *Spot*.
- A belgoi's monstrous humanoid levels give it 2 feats.
- **Weapon Proficiency:** A belgoi is proficient with all simple weapons and its natural weaponry.
- **Natural Weapons:** 2 claws (1d4).
- **Special Attacks** (see above): Bell ringing, psi-like abilities, *Strength* damage.
- **Automatic Languages:** Belgoi. **Bonus Languages:** Common.
- **Favored Class:** Psion.
- **Level Adjustment:** +4.

Black Touched

"Black touched" are individuals or creatures who have either embraced the plane known as the Black, have survived a shadow attack of some sort, or traveled to the Black, where something happened to cause them to be "touched" when they came back to the prime material plane. "Black touched" appear as normal but are much

darker or shadowy than they were before and have a black or shadowy tinge to their skin. They also have a cold aura that can be felt emanating from them within 10 feet of their person. Most black touched are usually Shadow wizards, seeking to be as one with the Black as they can.

Sample Black Touched

This beast is a small, misshapen, dwarf-like creature with overlapping wrinkled, cold skin that is gray with a dark tinge and very thin. It has yellow and black bones that protrude through the skin on all sides with a pair of dorsal ridges that run down its back. It has a small, flat head and no nose, instead possessing a closeable breathing hole. It also has bent legs and webbed feet designed for leaping and swimming. Its hands end in sharp three-fingered claws, and it has a row of small teeth, designed for tearing, lining its mouth.

This example uses a normal bog wader creature as the base creature.

Black Touched Bog Wader

Medium Monstrous Humanoid

Hit Dice: 4d8+4 (22 hp)

Initiative: +5

Speed: 10 ft. (2 squares), swim 40 ft.

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d4+3)

Full Attack: 2 claws +7 (1d4+3) and bite +5 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Chill touch*, constrict 1d4+3, improved grab, rake 1d4+1

Special Qualities: Black traits, dark powers, darkvision 120 ft., tremorsense 60 ft., unnatural aura

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

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

Skills: Listen +6, Hide +7*, Jump +13, Move Silently +6, Swim +11

Feats: Improved Initiative, Multiattack

Environment: Plains

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: —

These creatures live in muddy wallows waiting to attack prey that have come to take drinks, or that have stumbled upon their home. They have bony protrusions all over their body. Flaps, instead of ears cover both sides of the creature's head, covering the ear canal when submerged. Gills run vertically down its back between the spine and dorsal ridges. Cilia cover the gills in various patches filtering out particulate matter in the mud allowing the creature to breathe in the water.

This bog wader may well have chosen a shadow giant or other creature of the Black as its prey and survived to both regret its folly and exercise its frustrations upon fresh victims. Now almost exclusively nocturnal, it moves beyond a being a mere monster and has become a true terror of the Athasian night.

Combat

The bog wader is a ferocious combatant, usually surprising foes and attacking with its four claws and bite attack, then attempting to drown them. Its numbing *chill touch* power can render many foes incapable of mounting any significant defense against the bog wader's attacks.

Black Traits: A black touched bog wader is immune to cold. Black touched bog waders also receive a +4 racial bonus to saves against paralysis, stunning, disease, death effects, and necromantic effects.

Chill Touch (Su): The black touched can use *chill touch* as a supernatural ability at will. Caster level equals the creature's *Hit Dice*, and the save DC is *Charisma*-based.

Constrict (Ex): A black touched bog wader deals 1d4+3 points of damage with a successful grapple check. Caused by bony protrusions, this damage is bludgeoning and piercing damage.

Dark Powers (Su): At night or in a shadowy area, a black touched bog wader's *Dexterity* increases by 2, and it gains a +1 *deflection bonus* to armor class and a +10 *circumstance bonus* to *Hide* checks.

Dark Sight (Ex): Black touched bog waders have darkvision 120 ft.

Improved Grab (Ex): To use this ability, a bog wader must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can constrict and rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+1.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of this bog wader at a distance of 10 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

Skills: Bog waders receive a +5 *racial bonus* to all *Jump* checks. *Bog waders also receive a +10 *racial bonus* to all *Hide* checks while in their muddy wallow. They also gain a +10 *circumstance bonus* to *Hide* checks at night or in shadowy areas.

Creating a Black Touched

"Black Touched" is an acquired template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin. The creature (hereafter referred to as the base creature) has all the base creature's characteristics, except as noted here.

Size and Type: Creatures with this template keep their type and size, except for animals, whose type changes to magical beast (augmented animal).

Special Attacks: A black touched retains all the special attacks of the base creature and gains those described below.

Chill Touch (Su): The black touched can use *chill touch* at will. Caster level equals the creature's *Hit Dice*, and the save DC is *Charisma*-based.

Special Qualities: A black touched retains all the special qualities of the base creature and gains those described below.

Black Traits: A black touched is immune to cold. Black touched also receive a +4 *racial bonus* to saves against paralysis, stunning, disease, death effects, and necromantic effects.

Dark Powers (Su): At night or in a shadowy area, a black touched creature's **Dexterity** increases by 2, and it gains a +1 **deflection bonus to armor class** and a +10 **circumstance bonus to Hide checks**.

Dark Sight (Su): Black touched gain darkvision of 60 feet. If the base creature already has darkvision, add 60 feet to its range.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a black touched at a distance of 10 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

Abilities: Str -2

Challenge Rating: +1

LA: +2

Bog Wader

Medium Monstrous Humanoid

Hit Dice: 4d8+4 (22 hp)

Initiative: +5

Speed: 10 ft. (2 squares), swim 40 ft.

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+8

Attack: Claw +8 melee (1d4+4)

Full Attack: 2 claws +8 (1d4+4) and bite +6 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4+4, improved grab, rake 1d4+2

Special Qualities: Darkvision 60 ft., tremorsense 60 ft.

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

Abilities: Str 18, Dex 13, Con 12, Int 12, Wis 12, Cha 12

Skills: Listen +6, Hide +7*, Jump +14, Move Silently +6, Swim +12

Feats: Improved Initiative, Multiattack

Environment: Plains

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: —

This beast is a small, misshapen, dwarf-like creature with overlapping wrinkled skin that is gray and very thin. It has yellow and black bones that protrude through the skin on all sides with a pair of dorsal ridges that run down its back. It has a small, flat head and no nose, instead possessing a closeable breathing hole. It also has bent legs and webbed feet designed for leaping and swimming. Its hands end in sharp three-fingered claws, and it has a row of small teeth, designed for tearing, lining its mouth.

These creatures live in muddy wallows waiting to attack prey that have come to take drinks, or that have stumbled upon their home. They have bony protrusions all over their body. Flaps, instead of ears cover both sides of the creature's head, covering the ear canal when submerged. Gills run vertically down its back between the spine and dorsal ridges. Cilia cover the gills in various patches filtering out particulate matter in the mud allowing the creature to breathe in the water.

Combat

The bog wader is a ferocious combatant, usually surprising foes and attacking with its four claws and bite attack, then attempting to drown them.

Constrict (Ex): A bog wader deals 1d4+4 points of damage with a successful grapple check. Caused by bony protrusions, this damage is bludgeoning and piercing damage.

Improved Grab (Ex): To use this ability, a bog wader must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can constrict and rake.

Rake (Ex): Attack bonus +8 melee, damage 1d4+2.

Skills: Bog waders receive a +5 **racial bonus on Jump checks**. *Bog waders also receive a +10 **racial bonus on Hide checks** while in their muddy wallow. A bog wader has a +8 **racial bonus on any Swim check** to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim check**, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Bog Wader Society

Bog waders lay traps for the unwary at the edges of their wallows. There they dwell and wait for creatures to fall victim to their traps:

Watery Pit Trap: CR 1/2; mechanical; location trigger; manual reset; DC 15 **Reflex save** avoids; DC 10 **Swim check** to avoid sinking; multiple targets (first target in each of two adjacent 5-ft. squares); **Search DC 20**; **Disable Device DC 20**; **Market Price:** —.

Boneclaw

Lesser Boneclaw

This creature is a hunched reptilian quadruped only two feet in length, most of its features hidden by thick, bony armor. The animal's eyes and fanged maw peer through openings in the head armor and a squat tail emerges from the rear.

This timid omnivore dwells in the rocky wastes of the Tablelands, scurrying here and there in search of food, always hoping to avoid the attention of a larger predator. The Athasian nobility also domesticates them as vermin hunters or beasts of burden. The boneclaw has a poisonous bite that makes it a valuable and economical alternative to larger, more fearsome guardians.

Boneclaw flesh is also edible and up to 4 pints of water can be harvested from the creature's water-sac (located beneath its back armoring). The water is contaminated with the same poison present in the boneclaw's bite and must be purified or neutralized before it can be safely ingested.

Boneclaw females usually bear litters of 2d3 young but occasionally a solitary offspring is born. This solitary child is invariably a greater boneclaw, a voracious psionic mutation that will attempt to devour all that moves. In the wild, boneclaw packs will move away once a greater boneclaw has been born.

	Lesser Boneclaw Small Animal	Greater Boneclaw Large Magical Beast (Psionic)
Hit Dice:	1d8 (4 hp)	6d10+12 (45 hp)
Initiative:	+2	+1
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+0/+2*	+6/+15
Attack:	Bite +3 melee (1d4-2 plus poison*)	Bite +10 melee (1d10+5)
Full Attack:	1 bite +3 melee (1d4-2 plus poison*)	Bite +10 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. / 5 ft.	10 ft./ 5 ft.
Special Attacks:	Improved grab, poison	Pounce, psi-like abilities, rake 1d6+2, serrated edges, trample 2d6+7
Special Qualities:	Low-light vision, scent	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +0	Fort +7, Ref +6, Will +3
Abilities:	Str 6, Dex 14, Con 10, Int 1, Wis 10, Cha 4	Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 6
Skills:	Hide +5, Listen +2, Spot +5	Hide +4, Spot +2, Survival +2
Feats:	Alertness, Weapon Finesse(B)	Improved Natural Attack (bite), Multiattack, Power Attack
Environment	Stony barrens	Stony barrens
Organization:	Pack (4-40)	Solitary
Challenge Rating:	½	4
Treasure:	None	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral	Usually neutral
Advancement:	—	7-11 (Huge), 12-17 (Gargantuan)
Level Adjustment:	—	—

Lesser boneclaws average 2 feet in length and weigh 25 pounds. The young are red-brown, green, yellow or orange, but these colors uniformly fade to a sandy-grey with age.

Combat

The lesser boneclaw is extremely timid and will flee to avoid combat, only attacking if cornered. When the boneclaw does bite, however, it will attempt to grapple. If successful, the boneclaw will gnaw at the wound, its poisonous saliva flooding the target with toxins.

If initial attacks of this kind do not deter opponents, the lesser boneclaw overcomes its natural timidity and is possessed by a swarming instinct. This instinct unites the entire pack, which subsequently attacks all foes, only fleeing when 80% or more of the boneclaws have been slain.

Improved Grab (Ex): If a lesser boneclaw hits with its bite it may initiate a grapple check as a free action without provoking an attack of opportunity. If it succeeds at the grapple check it may gnaw at the wound, injecting its poison. *Lesser boneclaws receive a +8 racial bonus on grapple checks.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d6 Con, secondary damage 1d6 Con. The save DC is Constitution-based. *Note that a lesser boneclaw can only use its poison if it successfully grapples its target.

Greater Boneclaw

A reptilian quadruped that stands taller than an elf, this beast's head and torso are covered with serrated, bony armor, leaving only enough room for eyes, mandibles and stubby tail. A feral hunger pulses in the creature's glowing crimson eyes.

Once every few dozen generations, a lesser boneclaw litter will be a solitary birth – the psionic mutation known as the greater boneclaw. While sages speculate as to

whether this is the next step in the boneclaw's evolution, the boneclaw itself lives a life of predatory hunger, driven to slay and devour all that it can find by the same bizarre mental mutations that give it its psionic powers.

The greater boneclaw dwells in the lairs of creatures it has slain (usually lesser boneclaws), digging its own well and defending the area viciously. Greater boneclaws are sterile and do not mate. They are edible and their carapaces can be used in the construction of sturdy household items and weapons.

Combat

Greater boneclaws are fierce and cunning opponents, who make full use of their array of natural attacks wherever possible. The beast's claws and teeth serve it well in close-quarters fighting, but the greater boneclaw prefers to initiate battle from a distance with a thundering charge.

Pounce (Ex): If a greater boneclaw charges a foe, it can make a full attack, including two rake attacks.

Psi-Like Abilities: At will – *attraction* (+7 interaction bonus, DC 12*), *inflict pain* (2 additional targets, DC 12*), *mental barrier* (4 rounds*), *mind thrust* (ML 3rd, 3d10, DC 10*), *mindlink* (unwilling targets, 3 additional targets, DC 9*). Manifest level 8th.

*Includes augmentation for the greater boneclaw's manifest level.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Serrated Edges (Ex): A boneclaw that makes bodily contact with a creature through its trample ability or through such special attacks as a bull rush, grapple, overrun, or trip deals that creature an extra 1d6 points of slashing damage.

Trample (Ex): Reflex half DC 17. The save DC is Strength-based. Note that a trampling greater boneclaw deals an additional 1d6 damage due to its serrated armor.

Braxat, Athasian

Huge Monstrous Humanoid (Psionic)

Hit Dice: 12d8+84 (138 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 20 (-2 size, +1 Dex, +11 natural) touch 9, flat-footed 19

Base Attack/Grapple: +12/+30

Attack: Greatclub +21 melee (4d6+15) or gore +20 melee (2d6+10)

Full Attack: Greatclub +21/+16/+11 melee (4d6+15) and gore +15 melee (2d6+10)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon, psi-like abilities

Special Qualities: Damage reduction 10/metal, darkvision 60 ft.

Saves: Fort +11, Ref +9, Will +10

Abilities: Str 31, Dex 13, Con 25, Int 17, Wis 14, Cha 13

Skills: Climb +22, Concentration +19, Intimidate +13, Jump +24, Listen +12, Spot +12, Survival +11

Feats: Cleave, Combat Expertise(B), Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack(B), Weapon Focus (greatclub)

Environment: Rocky badlands

Organization: Solitary, pair, family (3-4)

Challenge Rating: 12

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +8

A huge humanoid of mixed stock, mostly a combination of mammalian and reptilian, this creature has a thick shell that covers its back and a handful of horny protrusions on the top of its head.

Braxats can be found in most parts of Athas, usually hunting for prey. Mostly solitary creatures, sometimes they pick a mate and bear some young. The young are usually hidden away somewhere remote while the two parents go out to search for food for their offspring.

Braxats are the ultimate terrors of the desert and are usually nocturnal. Braxats prefer intelligent prey but will eat caravan or other mounts on occasion, all but kanks: kank meat unsettles their stomach.

The bony protrusions on a braxat's head protect its skull as well as being used for attacking its target. Braxats walk upright, are able to speak with a clear, human voice, have opposable thumbs, and are warm-blooded.

Braxat shells can be used to make excellent shields and armor, usually crafted to create plate armor because of the shell plating braxats have on their backs. Because of this braxats are sometimes hunted, but in most cases the braxat is usually prepared for such things and the hunted ends up becoming the hunter.

Combat

Braxats are hunters, and they fight like them. They use psionics to disable their opponents, thereby reducing risks to themselves. After attacking with psionics braxats will move in as close as they can while still being able to keep their opponents within their reach. Braxats have a breath weapon as well that they can employ, but they use it as a last resort since the acid can cause their prey to become inedible.

Breath Weapon (Su): Braxats can breathe a 30-foot-long cone of acid for 4d8 points of acid damage (Reflex save DC 23 half). Once it has used its breath weapon, the creature must wait 1d6 rounds before it can do so again. The save DC is Constitution-based.

Psi-Like Abilities: At will—*missive* (70 ft. range); 3/day—*crisis of breath* (affects up to 4 creatures, DC 17*), *disable* (55 ft. range, affects 13 HD targets, DC 17*), *force screen* (+6 shield bonus*), *inflict pain* (4 additional targets, DC 17*), *psionic suggestion* (affects 4 additional targets, DC 14*). Manifest level 12th. The save DCs are Charisma-based.

*Includes augmentation for the braxat's manifest level.

Braxat as Characters

Ferocious, powerful and highly intelligent, it is only the relative rarity of the braxat species that has prevented them from becoming a major threat to the other races of the Tablelands. Braxats are quite capable enough without investing additional time or energy into the pursuit of a character class but some exceptional individuals do just that. Ancient desert epics speak of mighty braxat warriors and even rumor the existence of eldritch braxat wizards. Such tales are dismissed as apocryphal but these things are nevertheless well within the braxat's grasp.

Braxat characters possess the following racial traits.

- +20 Str, +2 Dex, +14 Con, +6 Int, +4 Wis, +2 Cha
- Huge size. -2 penalty to **Armor Class**, -2 penalty on attack rolls, -8 penalty on **Hide** checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters.
- Space/Reach: 15 ft./15 ft.
- A braxat's base land speed is 40 feet.
- **Darkvision** out to 60 feet.
- **Racial Hit Dice:** A braxat begins with 12 levels of monstrous humanoid, which provide 12d8 Hit Dice, a base attack bonus of +12, and base saving throw bonuses of Fort +4, Ref +8 and Will +8.
- **Racial Skills:** A braxat's monstrous humanoid levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Concentration, Intimidate, Jump, Listen, Spot and Survival.
- A braxat's monstrous humanoid levels give it 5 feats.
- **Weapon Proficiency:** A braxat is proficient with all simple and martial weapons as well as with its natural weapons.
- +11 natural armor bonus.
- **Natural Weapons:** Gore (2d6).
- **Special Attacks** (see above): Breath weapon, psionics.
- **Special Qualities** (see above): Damage reduction 10/metal, psionics.
- **Automatic Languages:** Braxat, Common. Bonus Languages: Dwarven, Elven, Gith, Tarek.
- **Favored Class:** Ranger.
- **Level Adjustment:** +8.

Burnflower

Gargantuan Plant

Hit Dice: 16d8+32 (104hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 1 (-4 size, -5 Dex), touch 1, flat-footed 1

Base Attack/Grapple: +12/-

Attack: Heat ray +7 ranged touch (2d8 fire)

Full Attack: 5 heat rays +7 ranged touch (2d8 fire)
Space/Reach: 40 ft./0 ft.
Special Attacks: Heat rays
Special Qualities: Plant traits
Saves: Fort +12, Ref —, Will +0
Abilities: Str —, Dex —, Con 15, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Plains
Organization: Patch
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 17-32 HD (Gargantuan)
Level Adjustment: —

A tangled mess of green vines appears before you, stretching over 50 feet. Numerous bulb-shaped flowers reflect the sunlight in all directions.

The burnflower is an uncommon plant. Its flowers produce a sticky sap that coats the inside of the petals, providing protection from the harsh rays of the sun and giving it reflective properties. The sap has a bitter flavor but is not poisonous and dries out after a day's exposure to sunlight.

Burnflowers appear as a patch of grey-green vines with closed, bulb-shaped flowers. They secrete their sap into the flowers just before dawn, when they open to track the passage of the sun overhead. The extreme heat the flowers reflect keeps the burnflower cool, and the heat rays kill most animals that attempt to feed on the plant, which in turn provides the burnflower with moisture.

Combat

Burnflowers grow in large patches, the standard plant measuring 50 feet across. The reflective sap on each petal catches and reflects the sun's light into a deadly heat ray. Any creature Tiny size or larger that comes within range of a burnflower's heat rays will come under attack.

Heat Rays (Ex): The burnflower's heat rays have a range of 150 ft. (no range increment). Creatures struck by a ray can make a **Fortitude save** (DC 20) to take only half damage. The **save DC** is **Constitution**-based.

Bvanen

Medium Aberration (Psionic)

Hit Dice: 3d8+9 (22hp)

Initiative: -1

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

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

Base Attack/Grapple: +2/+3 (+11 when initiating grapple)

Attack: Claw +3 melee (1d3+1)

Full Attack: 2 claws +3 melee (1d3+1) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics, secreted ooze

Special Qualities: Darkvision 60 ft., damage reduction 1/—, immune to wounding

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

Abilities: Str 13, Dex 8, Con 15, Int 12, Wis 11, Cha 10

Skills: Hide +5, Listen +6, Spot +6, Swim +10

Feats: Rapid Metabolism, Toughness
Environment: Swamps (Jagged Cliffs)
Organization: Group (3 - 12)
Challenge Rating: 3
Treasure: Standard items
Alignment: Usually neutral good
Advancement: 4 - 6HD (Medium); 7 - 9HD (Large)
Level Adjustment: +2

This strange amphibian has a bony plating in the front of its body that protects all major organs. On its back, the spine and ribs protrude above the scaled skin, letting the bones show clearly. The creature's head is flat with a long snout, with jagged teeth and a three-forked tongue; its eyes can move in almost any direction.

Bvanen are good, intelligent creatures that live in the swamps at the base of the Jagged Cliffs. Their distrustful nature often precipitates conflicts with outsiders, which the bvanen prefer to avoid.

Combat

Bvanen attack using their claws and bite. They will often surround a foe and render it completely immobile by using their special secreted ooze.

Immune to Wounding: The strange nature of their constitution allows the bvanen to ignore any spell, power or weapon that causes *wounding*.

Psi-Like Abilities: At will—*animal affinity*, *aversion* (DC 12), *body equilibrium*, *mindlink* (2 additional targets*), *psionic suggestion* (DC 12). Manifest level 3rd. The save DCs are **Charisma**-based.

*Includes augmentation for the bvanen's manifest level.

Secreted Ooze: All bvanen secrete a special ooze through their pores. This ooze hardens extremely fast and is very strong. It provides the bvanen with protection from blows, as well as giving it the ability to immobilize foes. This ooze grants a +8 **racial bonus** to grapple checks made to hold and maintain a grapple but does not help a bvanen break a grapple.

Skills: A bvanen has a +8 **racial bonus** on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Bvanen Society

It is unknown if the bvanen are a natural race or if they stem from some sorcerous quality of the swamps at the base of the Jagged Cliffs. They follow a strict, tribal hierarchy, ruled over by the eldest and wisest of their kind. Bvanen scar themselves in sacred rituals, the scars showing tribal status and rank.

The bvanen dwell in partially submerged caves at the base of the Jagged Cliffs. There they live in close harmony with the land, rearing fish, giant frogs, giant insects and an aquatic cousin of the inix, among other things (treat as a normal inix with a **Swim** speed of 40 feet).

Bvanen society is divided into the simple roles of caretakers and hunter/warriors. The former care for the immediate environs of the tribal lands and the latter provide a steady diet of meat and other gathered foodstuffs, as well as serving as the martial arm of the tribe in times of need.

Bvanen as Characters

For the bvanen, progression in a class is simply a part of one's contribution to the life of the tribe, and the lifestyles of so-called "adventurers" are quite foreign to them. Through the different roles in their society, bvanen follow either the role of the hunter/warrior or that of the caretaker. The former are primarily rangers and fighters while the latter are often druids and experts. Some bvanen also find an affinity for psionics, but these are the exception rather than the rule.

Bvanen characters possess the following racial traits.

- +2 **Str**, -2 **Dex**, +4 **Con**, +2 **Int**
- **Medium**. As Medium creatures, bvanen receive no bonuses or penalties due to their size.
- **Space/Reach**: 5 ft./5 ft.
- A bvanen's base land speed is 20 feet. Bvanen have a swim speed of 30 ft.
- **Darkvision** out to 60 feet.
- **Racial Hit Dice**: A bvanen begins with 3 levels of aberration, which provide 3d8 **Hit Dice**, a **base attack bonus** of +2, and **base saving throw bonuses** of **Fort** +1, **Ref** +1 and **Will** +3.
- **Racial Skills**: A bvanen's **aberration** levels give it skill points equal to 6 x (2 + **Int** modifier). Its class skills are **Hide**, **Listen**, **Spot** and **Swim**.
- A bvanen's **aberration** levels give it 2 feats.
- **Weapon Proficiency**: A bvanen is proficient with its natural weapons.
- +7 **natural armor bonus**.
- **Natural Weapons**: 2 claws (1d3), 1 bite (1d4).
- **Special Attacks** (see above): **Psionics**, **secreted ooze**.
- **Special Qualities** (see above): **Damage reduction** 1/-, **immune to wounding**.
- **Automatic Languages**: Bvanen. **Bonus Languages**: Reggelid, Thri-Kreen.
- **Favored Class**: Ranger.
- **Level Adjustment**: +2.

Cactus

The cacti of Athas can be very dangerous plants. While they provide nourishment to the dehydrated wanderer, they survive in the wastes by being as deadly as the beasts that roam the sands.

Dune Trapper

Gargantuan Plant

Hit Dice: 16d8+112 (184 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 16 (-4 size, +10 natural), touch 6, flat-footed 16

Base Attack/Grapple: +12/+35

Attack: Slam +19 melee (2d6+11)

Full Attack: 2 slams +19 melee (2d6+11)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Camouflage, DR 10/metal, plant traits

Saves: Fort +17, Ref —, Will +5

Abilities: Str 33, Dex —, Con 24, Int —, Wis 10, Cha 5

Skills: —

Feats: —

Environment: Deserts and salt flats

Organization: Solitary

Challenge Rating: 8

Treasure: Double standard

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)

Level Adjustment: —

The telltale shimmer of water and a touch of fresh moisture on the air would suggest that you have found a deep desert oasis. Strange, perhaps, that no others have claimed this place before you...

The dune trapper is a subterranean plant that mimics pools and oases in order to lure prey into its devouring maw. Disguising itself as an oasis of up to an acre in size, the dune trapper takes many a life foolish enough to drink from its waters.

A dune trapper digs a large sand pit to hide in and then cover over with its star-shaped head, burying itself inches beneath the sand, exposing the center of its throat. A trapper's roots eventually extend miles below ground in order to reach deep water sources, which it uses to pump up small amounts of water in its throat in order to present an oasis-like appearance. The pool is anywhere from 5 to 50 ft. across, depending on the size of the creature, and is never more than an inch deep. Creatures that smell water are the first to be attracted to the trapper. Trappers are usually solitary, but sometimes they encourage the growth of the neighboring flora around them by furnishing them with some of the water they extract. This only helps further disguise the trapper.

Combat

When a victim drinks from the oasis's waters (which is the rear center of the plant), the trapper pulls itself down the pit it rests in and traps the victim.

If the dune trapper is slain, its body contains as many quarts of water as it had hit points. The trapper itself is inedible, except for b'rohgs, who consider trappers a delicacy.

Camouflage (Ex): Dune trappers are difficult to distinguish from other, mundane cacti. Noticing a dune trapper requires a **Spot** check (DC 30). Characters with ranks in **Survival** or **Knowledge** (nature) can use those skills instead of **Spot** to notice the plant.

Improved Grab (Ex): To use this ability, a dune trapper must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow the opponent the following round.

Swallow Whole (Ex): The dune trapper can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+11 points of crushing damage plus 4d10 points of acid damage per round from the dune trapper's digestive juices. A swallowed creature can cut its way out by dealing 40 points of damage to the dune trapper's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The dune trapper's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Elven Rope

Large Plant

Hit Dice: 4d8+16 (34 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 9 (-1 size, -5 Dex, +5 natural), touch 4, flat-footed 9

Base Attack/Grapple: +3/+12

Attack: Tentacle slap +7 melee (1d8+7)

Full Attack: Tentacle slap +7 melee (1d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood drain, improved grab

Special Qualities: Camouflage, blindsight 30 ft., damage reduction 5/magic, plant traits

Saves: Fort +8, Ref —, Will +2

Abilities: Str 21, Dex —, Con 18, Int —, Wis 12, Cha 10

Skills: —

Feats: —

Environment: Deserts

Organization: Solitary

Challenge Rating: 4

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5-6 HD (Large), 7-12 HD (Huge)

Level Adjustment: —

This plant is a twisted patch of reddish vines covered with hollow needles.

An elven rope is a predatory cactus found in Athas's wastes. The plant's tendrils are covered with hollow needles that suck blood from its prey. The main body of the plant lies a foot underground, so that only the spiny tendrils are visible above the surface of the sand.

Combat

An elven rope lashes out at creatures unfortunate enough to approach without noticing the plant. Most often, the cactus ensnares an animal, though humanoid prey is easy enough for it to consume. The spines of an elven rope drain the entrapped creature's blood down underground, into the body of the plant.

Blood Drain (Ex): An elven rope drains blood from a grappled opponent, dealing 1d4 points of **Constitution** damage each round it maintains the hold.

Blindsight (Ex): Elven ropes have no visual organs but can sense approaching foes by their vibrations.

Camouflage (Ex): Elven ropes are difficult to distinguish from other, mundane cacti. Noticing an elven rope requires a **Spot** check (DC 20). Characters with ranks in **Survival** or **Knowledge** (nature) can use those skills instead of **Spot** to notice the plant.

Improved Grab (Ex): To use this ability, the elven rope must hit with its tentacle slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It can then begin draining blood.

Elven Rope Nets

Gladiators often employ nets made of elven rope tendrils in the arena. A net made from elven rope costs 50 Cp, has an **Escape Artist** DC of 23, can be burst with a **Strength** check (DC 28), has **hardness** 4, and has 5 **hit points**. Creatures attempting to escape such a net (using either an **Escape Artist** check or a **Strength** check) take 1d6 points of piercing damage with each attempt.

Hunting Cactus

Small Plant (Psionic)

Hit Dice: 5d8+10 (32 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/-2*

Attack: Spine +6 ranged (1d3-1 plus poison) or feeding spine +3 melee (1d3-1 plus blood drain)

Full Attack: 10 spines +6 ranged (1d3-1 plus poison) and feeding spine -2 melee (1d3-1 plus blood drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, improved grab, poison, psi-like abilities

Special Qualities: Plant traits

Saves: Fort +6, Ref +2, Will +3

Abilities: Str 8, Dex 12, Con 14, Int 15, Wis 14, Cha 11

Skills: Knowledge (local) +10, Search +10, Spot +10, Survival +10

Feats: Improved Initiative, Weapon Focus (spine)

Environment: Deserts

Organization: Solitary or pair

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 6-10 HD (Medium)

Level Adjustment: —

A pale green cactus sporting spiny pods, this creature turns and angles its body to follow the movements of all who approach it. When in motion, it moves with a slow, deliberate shuffle.

The hunting cactus is a highly intelligent species of blood-drinking plant. Boasting a spread of useful psionic powers, the hunting cactus fires paralyzing spines at its prey and then drains the blood from its inert victims. Hunting cacti make their homes where they stand, but are known to prefer the company of other cacti (although whether this is for camouflage or mere social purposes is unknown).

The hunting cactus prefers a carnivorous diet but will consume the saps of other plants for nourishment if no other options are available. Hunting cacti reportedly consider this a form of cannibalism, however, and are loath to feed on other plants.

Weighing ten pounds and standing three feet high, hunting cacti begin life at a mere six inches in height. They grow at a rate of three inches per month but their maximum age is unknown as none has ever successfully been raised in captivity.

Combat

The hunting cactus employs tactics common to many of Athas' predatory plants, but its use of psionics is virtually unique and gives the creature an unexpected edge. The cactus favors a paralyzing blast of spines from one of its pods, followed by a leisurely feed, but will not shirk from using its mental powers to **Strengthen** its position if necessary.

Each hunting cactus has 1d20+10 spine pods, which it can fire at size Medium and larger creatures within 30 ft. Each pod carries 10 spines and each spine has a tiny poison sac at its base containing a paralyzing venom. The

hunting cactus fires these spines at its target and, assuming the target is paralyzed, moves to within 5 feet and extends a feeding spine from its base. Using this spine, it strikes and grapples its paralyzed prey and drains blood until it is sated, the victim dies, or it is forced away from its meal.

Blood Drain (Ex): A hunting cactus drains blood from a grappled opponent, dealing 1d2 points of Constitution damage each round it maintains the hold. A hunting cactus will continue to drain prey until it has drained 10 points of Constitution, at which point it seeks to withdraw from combat.

Improved Grab (Ex): To use this ability, a hunting cactus must hit with its feeding spine attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity, and it can blood drain.

Poison (Ex): Injury, Fortitude DC 14, initial damage paralysis for 1 minute, secondary damage paralysis for 1d4+2 rounds. The save DC is Constitution-based.

Psi-Like Abilities: At will—*aversion* (6 hour duration, DC 13*), *detect psionics*, *inflict pain* (1 additional target, DC 13*), *read thoughts* (DC 12), *synesthete*. Manifest level 5th. The save DCs are Charisma-based.

*Included augmentation for the hunting cactus' manifest level.

Hunting Cactus Society

The hunting cactus is not native to Athas and possesses an alien intelligence that does not recognize non-plant creatures as being capable of sentience. Thought to have been brought to Athas through psionic or magical experimentation thousands of years ago, the hunting cactus has carved a niche for itself in the Athasian ecology.

Given the cactus' attitudes, it seems likely that the species originates in a world dominated by intelligent plants where creatures of flesh and blood are seen as little besides food. Although communication with hunting cacti is possible, they invariably interpret all communication as having come from another plant as "meat-creatures" are not deemed capable of sentient thought beyond that required to eat, move and procreate.

Usually encountered alone, hunting cacti will pair off in order to breed. Each will detach a newly budded pod, placing them side-by-side on suitable ground. The twin pods extend tendrils towards each other, fusing and forming a single, larger pod, which rapidly takes root. Within the space of a day the new hunting cactus will have a trunk and new pods budding forth.

Rock Cactus

A small cluster of spherical rocklike plants that are found wherever water is rare, these cacti are a sandy brown in color and no more than a foot across.

The most common form of rock cactus is a plant that survives by attaching itself to other living creatures and draining the moisture from them through its spines. It lives in clusters near game or caravan trails and attacks when prey draws near. The rock cactus exudes pheromones that, while undetectable to most humans and humanoids, are compellingly attractive to many rodents and mammals.

The rock cactus is edible if peeled, having a taste and texture similar to apples, and a single plant will yield up to a pound of flesh and 4 pints of fluid. The plants can be safely harvested by tricking them into attacking a dummy target and then snapping their spines before they have a chance to retract them. Live rock cacti will fetch as much as 5 Cp in most markets, but the flesh of a single cactus is only worth a ceramic or two.

Generally a foot across and weighing three pounds, a rock cactus will double in size and weight as it feeds. As it swells with moisture, the cactus will darken in color, eventually becoming black. During Sun Ascending and the first months of High Sun rock cacti are in flower and produce a bright yellow bloom that lasts for only a few hours.

Combat

A rock cactus detects the approach of prey with its plant senses and waits until a target draws to within 2 feet of

	Rock Cactus Tiny Plant	Rock Cactus, Bloodsucking Tiny Plant
Hit Dice:	2d8 (9 hp)	3d8+6 (19 hp)
Initiative:	+1	+1
Speed:	0 ft.	0 ft.
Armor Class:	13 (+2 size, +1 Dex), touch 13, flat-footed 12	13 (+2 size, +1 Dex), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+0*	+2/+1*
Attack:	Spine +4 melee (1d3-1 plus moisture drain)	Spine +5 melee (1d3-1 plus blood drain)
Full Attack:	3 spines +4 melee (1d3-1 plus moisture drain)	3 spines +5 melee (1d3-1 plus blood drain)
Space/Reach:	2 1/2 ft./0 ft. (10 ft. with spines)	2 1/2 ft./0 ft. (10 ft. with spines)
Special Attacks:	Improved grab, moisture drain	Blood drain, improved grab, spine burrow
Special Qualities:	Plant traits	Plant traits
Saves:	Fort +3, Ref +1, Will +0	Fort +5, Ref +2, Will +1
Abilities:	Str 8, Dex 12, Con 11, Int —, Wis 10, Cha 2	Str 8, Dex 12, Con 14, Int —, Wis 10, Cha 2
Skills:	—	—
Feats:	Improved Natural Attack (spine)(B), Weapon Finesse(B)	Improved Natural Attack (spine)(B), Weapon Finesse(B)
Environment	Any nonforest	Any nonforest
Organization:	Solitary or cluster (1-10)	Solitary
Challenge Rating:	1	1
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3-4 (Tiny)	4-6 (Tiny)
Level Adjustment:	—	—

the cactus. It then rapidly extends its powerfully muscled spines, stabbing with these at its prey.

Improved Grab (Ex): If the rock cactus successfully hits a target with one of its spines it may initiate a grapple attempt as a free action without provoking an attack of opportunity. A rock cactus may grapple a target of any size. If the grapple is successful and the target is larger than the cactus, the cactus may retract its spine in order to drag itself next to the target. *Rock cacti receive a +8 racial bonus on grapple checks.

Moisture Drain (Ex): A rock cactus drains moisture from a grappled opponent, dealing 1d4 points of Constitution damage each round it maintains the hold. The rock cactus continues to drain until its target breaks loose or until it has drained 12 points of Constitution, at which point it is sated and releases its hold voluntarily.

Rock Cactus, Bloodsucking

Approximately one rock cactus in every 500 is a bloodsucking mutation that feeds not on moisture but on the very lifeblood of its prey. Indistinguishable from the standard rock cactus, they are somewhat tougher and more precise in their attacks, seeming to home in upon blood vessels and major organs.

Combat

A bloodsucking rock cactus attacks in an identical fashion to its more common cousin. Once the bloodsucking rock cactus feeds, it begins to stand out from its fellows.

The most feared characteristic of the bloodsucking rock cactus, however, is the tendency of its spines to break off in the wound, from where they subsequently work their way inwards, usually causing the death of the opponent.

Blood Drain (Ex): A bloodsucking rock cactus drains blood from a grappled opponent, dealing 1d4 points of Constitution damage each round it maintains the hold. On each such successful attack, the bloodsucking rock cactus expands, gaining 5 temporary hit points. A hunting cactus will continue to drain prey until it has drained 20 points of Constitution, at which point it seeks to withdraw from combat. A fully fed bloodsucking rock cactus quadruples in weight and is Small size (AC 12, attack bonus +4, grapple bonus +5).

Improved Grab (Ex): If the bloodsucking rock cactus successfully hits a target with one of its spines it may initiate a grapple attempt as a free action without provoking an attack of opportunity. A bloodsucking rock cactus may grapple a target of any size. If the grapple is successful and the target is larger than the cactus, the cactus may retract its spine in order to drag itself next to the target. *Bloodsucking rock cacti receive a +8 racial bonus on grapple checks.

Spine Burrow (Ex): If a bloodsucking rock cactus is forcibly removed from a grapple, the barbed tip of its embedded spine may snap off inside the opponent's body. The opponent must make a Reflex save (DC 10), or the spine snaps and the barbed tip remains inside the target. The save DC is Strength-based.

A broken tip begins to work its way inward, eventually coming to rest in the heart. The creature suffers 1d4 points of Constitution damage per hour until the barb is removed or the creature dies. A remove disease or heal spell removes a barb from the creature and prevents further damage.

Sand Cactus

Large Plant

Hit Dice: 5d8+15 (37 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 9 (-1 size, -5 Dex, +5 natural), touch 4, flat-footed 9

Base Attack/Grapple: +3/+8

Attack: Needle +4 melee (1d2+1)

Full Attack: 6 needles +4 melee (1d2+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Blood drain, improved grab, needles, trip

Special Qualities: Camouflage, plant traits, regrowth

Saves: Fort +7, Ref —, Will +1

Abilities: Str 12, Dex —, Con 16, Int —, Wis 10, Cha 8

Skills: —

Feats: —

Environment: Deserts

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: —

You spot a small cluster of what look like spine-shaped plants growing from the sand.

Sand cacti are a form of plant that feeds on the lifeblood of those that dwell near it.

Sand cacti are well protected, for everything about the plant, except the needles, is hidden below the sand. The body can be from 5-8 feet across, 4 feet thick, and weigh up to 600 pounds. It has many barbed needles with long, thin strands connecting them to its bulbous body. The body and strands are a sickly white, while the needles are a sandy color, helping it stay camouflaged.

Combat

Sand cactus needles lie in wait for victims slightly above the surface of the sand. A traveler who doesn't notice the needles usually steps on one, potentially becoming pulled down onto more needles.

Blood Drain (Ex): On a successful grapple check, a sand cactus drains blood, dealing its opponent 1d3 points of temporary Constitution damage.

Camouflage (Ex): Since a sand cactus appears is mostly buried under sand, it takes a DC 20 Spot check to notice it. A character trained in Knowledge (nature) or Survival can use that skill instead of Spot for this check.

Improved Grab (Ex): To use this ability, a sand cactus must hit with a needle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to drain blood the following round.

Needles (Ex): A creature that escapes a grapple with a sand cactus, either by making a grapple or Escape Artist check or by killing the plant, must make a Reflex save (DC 13). On a successful save, the creature takes 1d6 points of damage. A failed save means the needle breaks off and remains embedded in the creature. Removing the needle deals the creature 1d6 points of damage, but leaving it in causes blood poisoning. The save DC is Strength-based.

Sand cactus infection—injury, **Fortitude DC 15**, incubation period 1 day, damage **1d6 Con**. The **save DC** is **Constitution**-based.

Regrowth (Ex): A sand cactus dwells under 5-10 feet of sand, with only its needle patch exposed to combat. Unless the plant's body is also destroyed, a sand cactus regrows dead needles in **1d4** days.

Trip (Ex): A sand cactus that hits with a needle attack can attempt to trip the opponent (+5 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sand cactus.

Spider Cactus

Medium Plant

Hit Dice: 3d8+3 (16 hp)

Initiative: +0

Speed: 0 ft.

Armor Class: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +2/+3

Attack: Feeding spine +3 melee (2d4 Constitution damage) or needle +2 ranged (1d2+1 plus poison)

Full Attack: Feeding spine +3 melee (2d4 Constitution damage); or 8 needles +2 ranged (1d2+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constitution damage, drag, poison, swallow whole, tethers

Special Qualities: Plant traits

Saves: Fort +4, Ref —, Will +0

Abilities: Str 13, Dex 10, Con 12, Int —, Wis 9, Cha 7

Skills: —

Feats: —

Environment: Deserts

Organization: Cluster (2-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

You spot a small cluster of cacti with a variety of green and purple needles. The cacti are bright green, rising to the height of an adult elf.

Spider cacti look like normal, harmless cacti. Projectile needles connected to tethers attack victims who get near. The victim is then dragged into the cactus, where the feeding needles make a slow feast of the hapless victim.

Spider cacti are barrel shaped and are about 2 to 3 feet across, and usually reach from 6 to 7 feet tall. They are usually bright green in color, with some streaks of white along the barrel. They have purple and green needles.

Combat

Anyone within 15 feet of the spider cactus becomes a target of its tethered needles in its quest for water.

Spider cacti have eight purple needles that they use as tethered darts and 18 green spines used for feeding. Because of the valuable nature of its feeding spines, a spider cactus will not attempt to feed unless its target has been paralyzed.

Constitution Damage (Ex): The spider cactus' feeding spine deals **2d4** points of **Constitution** damage on a successful hit.

Drag (Ex): If a spider cactus hits with a needle attack, the needle's tether latches onto the opponent's body. This

deals no damage but drags the stuck opponent 5 feet closer each subsequent round (provoking no attack of opportunity) unless the creature breaks free, which requires a **DC 16 Escape Artist** check or a **DC 12 Strength** check. The check **DCs** are **Strength**-based, and the **Escape Artist DC** includes a +4 **racial bonus**. If the spider cactus drags its victim into its space, it can swallow the creature whole.

A tethered purple needle has 5 **hit points** and can be attacked by making a successful **sunder** attempt. However, attacking a spider cactus' strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the spider cactus takes a **−4** penalty on its opposed attack roll to resist the **sunder** attempt. Severing a strand deals no damage to a spider cactus.

Poison (Ex): **Injury**, **Fortitude DC 12**, initial damage paralysis for 2d4 rounds, no secondary damage. The **save DC** is **Constitution**-based.

Swallow Whole (Ex): A spider cactus can swallow a creature it has dragged into its space with a successful **grapple** check. It automatically swallows a paralyzed target. Once inside the spider cactus, the opponent takes **1d3** points of acid damage per round and is subject to its poison, requiring a new **save** each round.

A non-paralyzed swallowed creature can climb out of the cactus with a successful **grapple** check. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the cactus's interior (**AC 12**). Once the creature exits, the hole closes, and other creatures must cut their own way out.

A Medium spider cactus can hold 1 Medium, 4 Small, or 16 Diminutive or smaller opponents.

Tethers (Ex): When the spider cactus attacks, it only attacks one victim at a time. Although a spider cactus has many feeding spines, it can only bring one to bear against a single target at any one time, the others serving as replacements.

Cat, Psionic

Tagster

This creature is a shorthaired feline with yellowish hair and a smattering of spots.

A cunning psionic predator, the tagster has short yellowish-brown fur with whitish under-parts. Sometimes spotted, tagsters always have some type of distinctive dark marking, such as a spot on the tail or foot, for example. Solitary creatures, they are highly territorial, only congregating during the annual mating season, when males fight for breeding rights. Tagsters that are disturbed during these activities have been known to turn on intruders en masse before returning to their own conflicts.

Tagsters are the living embodiment of the survival of the fittest. Athasian traders and herders know this well and will often abandon slow or injured animals to a hunting tagster as a way of protecting the main flock.

Combat

The tagster is a feline predator that uses psionic powers to stalk its prey. Tagsters prefer to hide in grassy areas and then pounce on their prey usually catching them by surprise. It will also try to grab a hold of its prey so that it

	Tagster Medium Magical Beast (Psionic)	Tigone Large Magical Beast (Psionic)
Hit Dice:	2d10+2 (13 hp)	4d10+12 (34 hp)
Initiative:	+2	+1
Speed:	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+3	+4/+12
Attack:	Bite +4 melee (1d6+1)	Bite +8 melee (1d8+4)
Full Attack:	Bite +4 melee (1d6+1), 2 claws -2 melee (1d4)	Bite +8 melee (1d8+4), 2 claws +5 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, psionics, rake 1d4, sneak attack +1d6	Improved grab, pounce, psionics, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, psionics	Darkvision 60 ft., low-light vision, psionics
Saves:	Fort +4, Ref +5, Will +2	Fort +7, Ref +5, Will +3
Abilities:	Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6	Str 19, Dex 13, Con 16, Int 2, Wis 14, Cha 8
Skills:	Balance +7, Climb +3, Hide +7, Jump +16, Listen +3, Move Silently +7, Spot +3	Balance +6, Climb +5, Hide +2, Jump +16, Listen +4, Move Silently +6, Spot +4
Feats:	Weapon Focus (bite)	Multiattack, Weapon Focus (bite)
Environment	Deserts	Mountains
Organization:	Solitary	Solitary, Pride (2-5)
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3-4 HD (Large)	5-8 HD (Huge)
Level Adjustment:	—	—

can rake. Prey that is killed will be dragged away to be consumed later.

Improved Grab (Ex): To use this ability, a tagster must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

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

Psi-Like Abilities: At will—*catfall* (20 ft.*), *know direction and location*, *ubiquitous vision*; 3/day—*cloud mind* (DC 10). Manifest level 3rd. The save DCs are Charisma-based.

*Included augmentation for the tagster's manifest level.

Rake (Ex): Attack bonus +3 melee, damage 1d4.

Sneak Attack (Ex): If a tagster can flank an opponent or catch the opponent when he is denied his **Dex** bonus to **AC** for any reason, the tagster can strike a vital spot with a bite attack for an extra 1d6 damage.

Skills: Tagsters receive a +5 racial bonus on **Balance**, **Hide**, and **Move Silently** checks. Tagsters also receive a +10 racial bonus on **Jump** checks.

Tigone

This creature is a large feline with deep yellow eyes and a short, greenish hide. Large and sleek, it moves with the steady, padding gait of the predator.

A larger cousin of the tagster, the tigone is a psionic great cat that is native to the Hinterlands. Also sometimes seen in the Ringing Mountains, tigones are dangerous predators known for attacking almost any creature violating their territory.

In their native environment, tigones are near the top of the food chain. When hidden and motionless in the underbrush, a tigone's coloration makes it all but invisible. Their noiseless footsteps allow them to creep up on all but the most alert of prey. If forced to leave the forests,

however, tigones fare poorly. They dislike warm environments and will often not survive extended trips into the desert. Highly sought for gladiatorial games, most tigones perish before reaching an arena, but will nevertheless fetch a handsome price if successfully transported to a sorcerer-king's city. Halflings prize tigones as hunting partners because of their psionic tracking and hunting skills.

An adult tigone grows to a length of seven feet and can weigh over 250 pounds.

Combat

Tigones use a mix of stealth, **Strength** and psionic aptitude to hunt and slay their prey or their enemies. Tigones prefer to hunt in packs, using their *anchored navigation* power to hunt in concentric circles. When it comes to the attack, a tigone will, if possible, leap onto their victim from above, driving the target to the ground where the tigone uses its greater weight to pin its prey while simultaneously attacking with all claws and a ferocious bite.

Improved Grab (Ex): To use this ability, a tigone must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

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

Psi-Like Abilities: At will—*catfall* (70 ft.*), *clairvoyant sense*, *danger sense*, *empathy*, *know direction and location*, *read thoughts*, *ubiquitous vision*; 3/day—*anchored navigation*, *mental barrier* (3 round duration*), *psionic charm* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, 7 day duration, DC 13*). Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the tigone's manifest level.

Rake (Ex): Attack bonus +7 melee, damage 1d6+2.

Skills: Tignons receive a +5 racial bonus to **Balance**, **Hide**, and **Move Silently** checks. Tignons also receive a +10 racial bonus to **Jump** checks.

Chanth

A chanth is a hideous construct composed of two or more living psionic brains bonded together through strange experimental sorceries. Forming a single consciousness, a chanth possesses all of the powers and knowledge of the identities that were cannibalized to create it and can bring multiple powers to bear against its foes. Bereft of any kind of physical abilities, a chanth usually dominates other beings into serving as its pawns.

The first chanth was apparently developed by the sorcerer-king Andropinis of Balic as far back as the Year of Enemy's Agitation but since his fall the secret of the construction of these hybrid horrors has filtered out into the wider world. Any combination of two or more sentient psionic minds can be fashioned into a chanth, but the greater the number of minds the greater the possibility of discord. The minds that comprise a chanth do not retain their individual identities, but their personalities meld into a single uneasy whole. Competing personality traits can sometimes struggle for dominance if the chanth is placed under severe duress. Furthermore, as the various minds of a chanth share their powers, they also share the risk that damage affecting one mind will also affect all others currently linked to that mind.

In combat, a chanth is a deadly opponent when faced alone or in a small group. It can strike with a psionic power from each of its minds every round, if it has enough power points, and a single enemy may find himself overwhelmed by multiple attacks in mere moments. Only a larger group that forces a chanth to split its attacks amongst several targets has any hope of success.

A chanth requires no sustenance once created – the eldritch forces that hold it together provide it with nutrients – but is also without any kind of immediate physical protection (its psionic powers notwithstanding). For this reason a chanth is often placed in some kind of protective casing or armor by its creator.

Sample Chanth

You see a quivering grey form, covered in writhing contours, no bigger than your torso. Your flesh crawls as you realize that it is nothing less than the grotesque melding of several living brains into a single hideous mass.

This example uses five 4th level psions (human, dwarf, elf, halfling and thri-kreen) as the base creatures.

Tiny Construct

Hit Dice: 10d10 (55 hp)

Initiative: –5

Speed: 0 ft.

Armor Class: 7 (+2 size, –5 Dex), touch 7, flat-footed 7

Base Attack/Grapple: +7/–

Attack: –

Full Attack: –

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

Special Attacks: Power pool, psionics

Special Qualities: Construct traits

Saves: Fort +3, Ref —, Will +5

Abilities: Str —, Dex —, Con —, Int 14, Wis 15, Cha 14

Skills: see below

Feats: see below

Environment: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Chaotic neutral

Advancement: –

Level Adjustment: –

The five minds that comprise this chanth are often in conflict with one another and this can cause the chanth to behave in a random fashion during combat.

This chanth has a pool of 107 psionic power points upon which its component brains can draw. For every 11 hit points of damage that it takes, one brain (randomly determined) dies. That brain's powers, power points, skills and feats are no longer available. Furthermore, any other brain currently connected to the dying brain (either directly or via an intermediary brain) is affected by a *feblemind* for a single round (no save).

The five psions used in the creation of this chanth had the following ability scores after racial adjustments:

Human: Str 14, Dex 12, Con 13, Int 15, Wis 8, Cha 10

Dwarf: Str 13, Dex 10, Con 16, Int 14, Wis 8, Cha 11

Elf: Str 8, Dex 17, Con 11, Int 16, Wis 10, Cha 12

Halfling: Str 10, Dex 15, Con 10, Int 15, Wis 8, Cha 14

Thri-kreen: Str 15, Dex 16, Con 13, Int 14, Wis 12, Cha 8

Combat

Composed of five minds, this chanth finds it difficult to decide on a single strategy in combat and seems to lurch from one approach to another. If able to prepare itself, however, it can compose a well-orchestrated series of attacks that can overwhelm unready foes.

Power Pool (Su): The five brains of the chanth share power points and may share skills and feats as a free action. One brain may gain access to a psionic power of another brain as a standard action.

Psi-Like Abilities: The component brains of a chanth may act independently each round, using their psionic powers as they choose. The powers of each brain are summarized below, including information on skills and feats possessed. Manifest level is 4th for all component brains.

Human: Powers discovered: 1st – *bolt, burst, dissipating touch, skate, vigor*; 2nd – *concealing amorpha dimension swap, psionic levitate, psionic lock*.

Power Points per Day: 21

Skills: Concentration +8, Knowledge (arcana) +8, Knowledge (psionics) +8, Sense Motive +2, Survival +6

Feats: Extend Power, Narrow Mind, Power Penetration, Unconditional Power

Dwarf: Powers discovered: 1st – *control flame, control object, energy ray, hammer, matter agitation*; 2nd – *control air, energy missile, energy stun, id insinuation*.

Power Points per Day: 21

Skills: Autohypnosis +6, Concentration +8, Knowledge (alchemy) +8, Knowledge (psionics) +8, Psicraft +8

Feats: Burrowing Power, Delay Power, Twin Power

Elf: Powers discovered: 1st – *empathy float, mindlink, psionic charm, skate*; 2nd – *aversion, brain lock, psionic suggestion*.

Power Points per Day: 23

Skills: Concentration +9, Knowledge (arcana) +9, Knowledge (psionics) +9, Diplomacy +8, Survival +7
Feats: Dodge, Extend Power

Halfing: Powers discovered: 1st – *destiny dissonance, detect psionics, disable, precognition, psionic daze*; 2nd – *clairvoyant sense, object reading, sensitivity to psychic impressions, recall agony*.

Power Points per Day: 21

Skills: Concentration +3, Gather Information +6, Knowledge (psionics) +3, Sense Motive +7, Spot +6
Feats: Disarm Mind, Psionic Focus (clairsentience)

Thri-kreen: 1st – *catfall, mind thrust, synesthete, thicken skin, vigor*; 2nd – *animal affinity, biofeedback, chameleon, empathic transfer*;

Power Points per Day: 21

Skills: Autohypnosis +6, Concentration +4, Knowledge (psionics) +4, Psicraft +5

Feats: Mental Adversary, Quicken Power

Creating a Chanth

“Chanth” is an acquired template that can be added to a combination of any two or more psionic creatures (referred to hereafter as the base creatures). A chanth does not possess physical traits and its mental traits are impaired due to the bizarre nature of its creation.

Size and Type: The creatures’ types change to construct and size becomes Tiny.

Hit Dice and Hit Points: A chanth must be created from two or more creatures of the same level for the bonding processes to work. (Count only levels in a psionic class.) A chanth has half as many **Hit Dice** as all of its component base creatures combined. For example, a chanth created from the brains of three 6th level psions has 9 **Hit Dice** (three for each brain). These are all construct **Hit Dice** (d10). Each brain is assumed to have average hit points per **Hit Die** and one brain (randomly determined from all brains comprising the chanth) will die when the chanth has taken damage equivalent to one brain’s total hit points. In the above example of a chanth created from the brains of three 6th level psions, one brain will die for every 16 hit points that the chanth takes (Each brain contributes 3HD to the chanth’s total, with 16.5 hit points being the average score for 3d10 HD). A dead brain contributes no power points to the pool.

Speed: A chanth is immobile (use of psionics notwithstanding).

Armor Class: A chanth loses all armor bonuses of the base creatures. It receives a +2 size modifier, for an **AC** of 12.

Base Attack/Grapple: A chanth’s base attack bonus equals 3/4 its Hit Dice. A chanth cannot make physical attacks and automatically fails all grapple checks.

Attacks: Chanth are incapable of making physical attacks and must rely upon their psionic powers to interact with the world around them.

Damage: All damage is derived from solely psionic sources as the chanth has no physical attack form.

Special Attacks: Each component brain that comprises a chanth retains its individual Manifester level and psionic powers. Each component brain functions independently for the purposes of combat and may share powers and power points with the other brains that form the chanth. A chanth pools the power points of its component brains and each brain may draw freely from the pool of points each round. Each component brain that comprises a chanth may use its own psionic powers as a standard action. Each

component brain may access the powers of another component brain as a standard action. Once accessed, using the power is a standard action as per normal psionic rules. A chanth loses all other special nonpsionic attack forms of the base creatures. A chanth comprising three brains, therefore, may use up to three psionic powers each round (quickened powers notwithstanding). If a brain dies, all other component brains of the chanth currently accessing the powers, skills or feats of that brain are struck with *feeblemind* for one round (no save). Furthermore, any component brains currently accessing a brain struck by *feeblemind* in this manner are also afflicted by *feeblemind* for one round.

Special Qualities: Chanth are immune to all charms, compulsions, phantasms, patterns and morale effects due to their partitioned awareness. They are immune to sleep effects, paralysis, stunning and disease effects that do not specifically target the brain. They are immune to critical hits, nonlethal damage, physical ability damage, physical ability drain, fatigue, exhaustion or energy drain. A chanth cannot heal damage on its own naturally but can be repaired through use of the **Craft Construct** feat (see MM).

Base Save Bonuses: A chanth receives save bonuses based on its total **Hit Dice**, modified by its abilities. As constructs, chanth are immune to most effects requiring **Fortitude** saves, save those directly targeting the brain.

Abilities: Chanth have no physical ability scores. The chanth as a whole has the highest mental ability scores and virtual ability scores among its component brains.

Skills: A chanth retains the skills of the base creatures, but may be unable to use many of these, should they require physical activity (**Climb**, **Jump**, **Ride** etc). All component brains of a chanth may share skills as a free action.

Feats: A chanth retains the feats of the base creatures, but may be unable to use many of these, should they require physical activity (**Dodge** etc). All component brains of a chanth may share feats as a free action.

Environment: A chanth has no specific environment, but is placed or sent wherever its creator desires. Independent chanth will normally order their dominated servants to place them in a secure location.

Organization: Chanth are organized according to the needs of their creators or owners and have no inherent organization. It is not unheard of for a chanth to overpower, slay or dominate its creator, however, and a chanth may find itself at the peak of an organization of its own before long.

Challenge Rating: A chanth has a challenge rating equal to its manifest level, +1 per 3 component brains. A chanth composed of the brains of three 6th level psions, for example, has a CR of 7.

Treasure: None. Chanth may be set as guardians over treasure, however, and may take possession of the treasure of those they dominate.

Alignment: Always chaotic neutral. The nature of the chanth’s bond means that its personalities are often in conflict with each other.

Advancement: None. Chanth are static constructs.

Level Adjustment: None. Chanth are unsuitable as player characters.

Cistern Fiend

Gargantuan Aberration (Psionic)

Hit Dice: 16d8+115 (187 hp)

Initiative: +5

Speed: 5 ft. (1 square), swim 30 ft.

Armor Class: 17 (-4 size, +1 Dex, +10 natural), touch 7, flat-footed 16

Base Attack/Grapple: +12/+36

Attack: Tentacle +20 melee (2d6+12 plus poison) or bite +20 melee (2d8+12 plus moisture drain)

Full Attack: 2 tentacles +20 melee (2d6+12 plus poison) and bite +15 melee (2d8+6 plus moisture drain)

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison, psi-like abilities

Special Qualities: Darkvision 60 ft., DR 10/metal, power resistance 25

Saves: Fort +12, Ref +6, Will +11

Abilities: Str 34, Dex 12, Con 24, Int 1, Wis 8, Cha 8

Skills: Hide +0*, Listen +5, Spot +5, Swim +20

Feats: Alertness, Combat Manifestation, Improved Initiative, Iron Will, Rapid Metabolism, Toughness

Environment: Aquatic

Organization: Solitary

Challenge Rating: 12

Alignment: Always neutral

Advancement: 17-32 (Gargantuan), 33-48 (Colossal)

Level Adjustment: —

Surging out of the water that concealed it, a giant, translucent green worm confronts you, its large clumps of pinkish tentacles writhing on either side of its body just below the snakelike head.

Believed to have been bred by some forgotten king or conjured from the twisted mind of a long-dead sage, cistern fiends were originally intended to guard and purify sources of water. Since then they have spread and are now a hazard that can be found throughout the Tablelands.

The cistern fiend, also known as the water worm, feeds in two different ways. It either kills and eats the occasional prey that enters the water source where it dwells or it feeds on a more daily basis by filtering nutrients from the water supply through its mouth pores and gaining 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. Creatures slain by the cistern fiend have their body fluids filtered by the fiend, with the resulting pure water being expelled into the existing water supply.

Cistern fiends are hermaphroditic and reproduce asexually once every decade, with the offspring growing inside the membranous tissue that comprises the fiend's body and emerging through an eruption in the outer skin layer. Docile during delivery, the adult must be separated from its child after birth as no two cistern fiends can share the same water supply without the larger attacking the smaller.

A cistern fiend must remain immersed in water, or it dies after 10d4 minutes. The creature's size depends on its age and the amount of water available, but most cistern fiends average 40 to 50 feet in length.

Combat

Cistern fiends attempt to paralyze their victims with their tentacles so that they may more easily use their bite attack. They rely upon their coloration to appear invisible when submerged. The creature's tentacles secrete a highly toxic fluid from sacs located in the base of each tentacle, and repeated hits from the tentacles will numb and eventually paralyze targets. The cistern fiend attacks paralyzed targets using its bite, which it uses to drain bodily fluids from its target at a horrifying rate. The creature also has very basic psionic abilities, which it uses to repel other creatures from the water supply it protects, while shielding its mind from attack.

Moisture Drain (Ex): If the cistern fiend successfully hits with its bite, it deals 2d6 points of temporary Constitution damage unless the target makes a successful Fortitude save (DC 25). The save DC is Constitution-based.

Poison (Ex): Tentacle: Injury, Fortitude save (DC 25), initial damage 1d6 temporary Dexterity damage, secondary damage 2d6 temporary Dexterity damage. The save DC is Constitution-based.

Psi-Like Abilities: 1/day-*catapsi* (DC 14), *psionic disintegrate* (DC 15), *psychofeedback*; 3/day-*body equilibrium*, *chameleon*, *clairvoyant sense*, *disable* (affects 14 HD, 55 ft. range, DC 15*), *hostile empathic transfer* (60 points max, affects all creatures in 20-foot-radius, DC 12*), *inflict pain* (affects 4 extra targets, DC 15*), *psionic daze* (affects 14 HD*), *psychic vampire* (DC 13). Manifest level 12th.

*Includes augmentation for the cistern fiend's manifest level.

Skills (Ex): *Due to its coloring, a cistern fiend receives a +8 bonus on Hide checks while under water. A cistern fiend has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dagorran

Medium Magical Beast (Psionic)

Hit Dice: 4d10+12 (34 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: Bite +8 melee (1d8+4)

Full Attack: Bite +8 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 17, Dex 12, Con 17, Int 3, Wis 14, Cha 14

Skills: Jump +13, Listen +5, Move Silently +4, Spot +3

Feats: Improved Initiative, Weapon Focus (bite)

Environment: Deserts

Organization: Pack (2d4)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: —

You see a large, froglike beast with golden hide and a wide, fanged mouth. Budding from between its shoulder blades is a clustered growth of green crystals.

Prowling the deserts in packs, much like wolves of other worlds, are the dagorrans — large, frog-like monsters with a gold-colored hide. They inhabit the sandy wastes around Draji, and because of their innate ability to 'pick up' and track the psionic signature of most intelligent and psionic creatures, are often trained by Draji troops to capture runaway slaves.

In a dagorran pack, the leader is generally the strongest member of the group. When another dagorran wishes to vie for control over the pack, a battle to the death with the leader soon follows. Obviously, the winner becomes the leader, while the rest of the pack eats the loser.

Dagorrans have kept the population of rodents and other small animals down to a tolerable level in the Athasian desert. However, their numbers are reducing quite quickly, as thri-kreen consider dagorrans a delicacy.

Combat

Growing between the dagorran's shoulders is a green growth of crystals. These crystals are what give the dagorrans most of their psionic powers. In the wild, where food is often scarce, when a dagorran senses a potential meal, its favorite attack is to use its *concussive blast* power on the prey. Should the victim survive the initial blast, the dagorran will rush in to attack with its large maw.

Psi-Like Abilities: 3/day—*concussive blast* (two targets*), *control body* (ML 7th, DC 16), *crystal shard* (3d6*), *detect psionics*, *ego whip* (DC 14), *empty mind* (+4 bonus*). Manifestor level 5th. The *save* DCs are Charisma-based.

*Includes augmentation for the dagorran's manifestor level.

Skills: Due to their strong hind legs, dagorrans benefit from a +10 racial bonus on *Jump* checks.

Defiled

The defiled are plants that have been almost destroyed thanks to the actions of a defiler drawing in plant energy to cast their spells. For unknown reasons, the plant survives the attack and becomes undead.

Sample Defiled

This patch of long, broad-bladed grass appears quite normal—except for the writhing tendrils snaking out toward its prey.

This example uses a normal plains bloodgrass creature as the base creature.

Defiled Bloodgrass

Medium Undead (Augmented Plant)

Hit Dice: 5d12 (32 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 9 (-5 Dex, +4 natural armor), touch 5, flat-footed 9

Base Attack/Grapple: +3/+6

Attack: 5 tendrils +6 melee (1d4+3 plus poison)

Full Attack: 5 tendrils +6 melee (1d4+3 plus poison) and 5 tendrils +1 melee (1d4+1 plus poison)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Backlash, blood drain 1d4+3, cerebral bore, improved grab, poison, tendrils

Special Qualities: Blindsight 30 ft., camouflage, defiled traits, fast healing 4, undead traits

Saves: Fort +4, Ref —, Will +1

Abilities: Str 16, Dex —, Con —, Int —, Wis 10, Cha 1

Environment: Plains

Organization: Solitary

Challenge Rating: 4

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 6-10 (Large), 11-14 (Huge)

Level Adjustment: —

The defiled bloodgrass is a vile creation. Caught between the realm of life and death, it unleashes its torment on anyone unfortunate enough to make their path close to it.

Combat

Bloodgrass attempts to paralyze its prey with its poison, directing all attacks against a paralyzed victim to drain its blood. Draining tendrils seek out the victim's brain in order to kill it as fast as possible.

Backlash (Su): The defiled bloodgrass is able to directly damage any wizard that attempts to use it to fuel their spells. Any attempt to draw energy from the defiled bloodgrass exposes the wizard to an amount of negative energy. The wizard automatically takes 5d4+5 points of negative energy damage, with a *Fortitude* save (DC 15) for half damage. The wizard must make a *Concentration* check (DC 10 + spell level + damage dealt, as described in the *Concentration* skill) in order to continue casting her spell. The *save* DC is *Strength*-based.

Blindsight (Ex): Bloodgrass has no visual organs but can identify prey within 30 ft. through sound and vibration.

Blood Drain (Ex): A patch of defiled bloodgrass drains blood from a grappled opponent, dealing 1 point of *Constitution* damage each round it maintains the hold.

Camouflage (Ex): Since bloodgrass appears like normal grass when at rest, it takes a DC 20 *Spot* check to notice it before it attacks. A character trained in *Knowledge (nature)* or *Survival* can use that skill instead of *Spot* for this check.

Cerebral Bore (Ex): A tendril grappling a paralyzed target probes the creature's body for its brain. After 1d6 rounds of grappling, a paralyzed target must make a *Fortitude* save (DC 15) each round or die. The *save* DC is *Strength*-based.

Improved Grab (Ex): To use this ability, the bloodgrass must hit with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use blood drain.

Poison (Ex): Injury, *Fortitude* DC 16, initial damage and secondary damage paralysis for 2d6 rounds. The *save* DC is *Strength*-based.

Tendrils (Ex): A patch of bloodgrass has twice as many tendrils as *hit dice*. Half of these are primary weapons, and the bloodgrass can strike with all of them as a single attack. The other tendrils are secondary weapons and require the full attack action.

Creating a Defiled

"Defiled" is an acquired template that can be added to any plant creature that has survived a defiler gathering energy from it (hereafter known as the base creature). The defiled plant has all the base creature's characteristics except as noted here.

Size and Type: Creatures with this template keep their size and become undead. They gain the augmented plant subtype.

Hit Dice: Change to d12.

Speed: Same as the base creature.

Armor Class: +4 natural armor bonus.

Attacks: Same as the base creature

Damage: Same as the base creature

Special Qualities: A defiled creature retains all the special qualities of the base creature and gains those described below.

Backlash (Su): The creature can directly damage any wizard that attempts to use it to fuel their spells. Any attempt to draw energy from the creature exposes the wizard to an amount of negative energy. The wizard automatically takes **1d4+1** points of negative energy damage per **HD** of the defiled, with a **Fortitude** save ($10 + \frac{1}{2} \text{ HD} + \text{Str}$ modifier) for half damage. The wizard must make a **Concentration** check ($\text{DC } 10 + \text{spell level} + \text{damage dealt}$, as described in the **Concentration** skill) in order to continue casting her spell.

Fast Healing (Ex): The base creature now gains **fast healing** of 4.

Abilities: Str +4, no **Constitution** score

Climate/Terrain: Any land and underground.

Organization: Any

Challenge Rating: +1

Treasure: Same as base creature

Alignment: Same as base creature

Advancement: Same as the base creature

LA: +1

Dolphin, Athasian

Medium Magical Beast (Aquatic, Psionic)

Hit Dice: 3d10+3 (19 hp)

Initiative: +3

Speed: Swim 80 ft. (16 squares)

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

Base Attack/Grapple: +3/+4

Attack: Slam +4 melee (2d4+1)

Full Attack: Slam +4 melee (2d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Blindsight 120 feet, hold breath, low-light vision, telepathy

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

Abilities: Str 12, Dex 17, Con 12, Int 11, Wis 12, Cha 6

Skills: Listen +8*, Search +3, Spot +8*, Survival +3, Swim +10

Feats: Hidden Talent (*burst*), Wild Talent (Power Point Reserve 4)

Environment: Aquatic (The Last Sea)

Organization: Pod (2-12)

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral good

Advancement: 4-6 (Large)

Level Adjustment: —

A sleek, fishlike creature glides through the water, seeming sometimes to skim the surface like a stone. Silvery-white and as long as a grown man, the animal cavorts effortlessly, joyfully, occasionally emitting a series of staccato clicks and squeals.

The dolphins of Athas are like their counterparts on less blighted worlds in most ways but, unsurprisingly, feature a number of traits specific to their home that make them an almost forgotten blessing for a needy world.

Now confined to the Last Sea of Marnita, dolphins are a highly intelligent species of telepathic, ocean-going mammal that once roamed the entire planet in the era known as the Blue Age. They also boast a number of minor psionic talents and possess a racial memory that dates back to the azure dawn of their race.

All Athasian dolphins are natural telepaths and use this power to remain in contact with each other, address newcomers and pass on their histories and lore from time out of human memory.

They keep to themselves as a rule, but will cooperate with Marnita's lizardfolk in matters of mutual importance (such as addressing the activities of the local shark population). They also have been known to come to the aid of the humans and humanoids that dwell along the lakeshore, when these find themselves in trouble upon the waves. In return, these same shore dwellers have agreed not to hunt the dolphins, but there is little interaction between the two groups besides.

Athasian dolphins are between five and six feet in length, with glistening white skin and hard, bony bottle-noses. They weigh as much as 180 pounds.

Combat

Athasian dolphins, while generally peaceable and fun-loving creatures, are more bellicose than dolphins of other worlds, not least due to their ongoing conflicts with the competing shark population of the Last Sea. Unless outnumbered two-to-one, dolphins will attack and pursue sharks wherever possible.

Athasian dolphins also fight aggressively to defend pod and young, even going so far as to sacrifice themselves to protect their offspring. As psionic wild talents, they often have unexpected solutions to combat problems and use their telepathic powers to fight as an organized unit under the command of the most capable leader.

Blindsight (Ex): Athasian dolphins can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the dolphin to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): An Athasian dolphin can hold its breath for a number of rounds equal to $6 \times$ its **Constitution** score before it risks drowning.

Telepathy (Ex): Athasian dolphins are naturally telepathic, and are able to communicate with all creatures of **Int** 3 or better within 1,000 feet. This is a non-magical ability that stems from the Blue Age and predates both magic and psionics.

Skills: An Athasian dolphin has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check,

even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*An Athasian dolphin has a +4 racial bonus on [Spot](#) and [Listen](#) checks. These bonuses are lost if its blindsight is negated.

Athasian Dolphin Society

The dolphins of Athas are an ancient species whose origins are lost in the shifting depths of the Blue Age. In those days the dolphins were friendly with the Rhulisti, communicating with the halfling nature masters through their innate animal telepathy. At the best of times, the dolphins and the Rhulisti were allies, cooperating in the construction of vast underwater structures, shared by both races in times of need.

With the dawning of the Green Age, however, the dolphins of Athas were appalled to discover the extent and severity of the troubles affecting Athas' oceans. As the waters dried and the sun burned from blue to gold, the Athasian dolphins began a steady retreat into isolation. By the end of the Green Age, Marnita was cut off from the rest of Athas' oceans but the dolphins of the Last Sea remained in telepathic contact with their cousins elsewhere on the planet. These were harrowing years, as the dolphins of Marnita could do nothing to save their fellows from extinction, but could nevertheless hear their telepathic cries as, one by one, the planet's remaining oceans withered and their estranged cousins met their grisly fates, beached beneath the baking sun.

The remaining dolphins of Marnita remember all of this as if it were yesterday, sharing telepathic memories that stretch further back than any known civilization on the planet. They have pledged their existence to carry on the oral legacies of their forebears and see themselves as keepers of lost lore and forgotten wisdom, held in trust for those whom come after.

Drake

Drakes are gargantuan, reptilian beasts that trace their heritage back to the elemental planes. Now dwelling on Athas, they have come to view their adoptive home as their personal hunting grounds. Cunning and ferocious and sporting powerful psionic abilities, the drakes are considered by many on Athas to be second only to the Dragon in power. The first drakes were not natives of Athas and 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.

Striking at their foes with claws, a savage bite and a sweeping tail attack, drakes share many combat techniques with draconic creatures of other worlds. Drakes are large enough to swallow some opponents whole and will use this attack option in preference to all others if the target is of a suitable size. All drakes enhance their physical prowess with psionic powers, and those of the four "classic" elements (air, earth, fire and water) are also capable of launching elemental attacks against their targets.

Despite their power, drakes are nevertheless accorded an almost legendary status by most Athasians. Few people believe they really exist. Even fewer have ever seen one, and very few of those have lived to tell about the experience. This is not least because drakes prey largely on humans and humanoids (although 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.

Other elementals look down on drakes as deserters or creatures who abandoned the pure elements for this lesser plane and encounters between drakes and other elemental beings are always tense, often unpleasant, and sometimes violent. It is almost unheard of for drakes to return to their native planes and most, in fact, have never been there, being the descendants of drakes who immigrated to the prime material plane centuries ago. Only the oldest of Athas' drakes still recall the days when they forsook the elements for the world of the dark sun.

A drake's hide can fetch an enormous price on the trading market but can also result in a death penalty as the hides, teeth, claws, and blood are of such value that some sorcerer-kings forbid their sale. They have instructed their templars to confiscate any such items that appear in the market in the name of their sorcerer-king. 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.

Drake hide makes outstanding armor, the teeth and claws make excellent weapons and 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, a belief that is often relied upon by disreputable elven hawkers who push a variety of lucky tokens, allegedly fashioned from drake parts.

Drakes mate when the urge strikes them and swiftly separate after pairing. No more than two eggs are laid, hatching after six months, and the resulting drakelings are almost always hungry and need constant care. Young drakes grow from two to twenty feet in the first year, then five feet each year thereafter until they reach full size for their species.

Air Drake

A huge reptilian beast over 30 feet in length, this creature is long and lean, with nearly half of its body length being taken up by a narrow tail. Large, loose flaps of skin hang from between its front and rear legs, flaring out like a pair of wings as the creature takes flight.

Flighty and unpredictable, air drakes make dangerous adversaries. They spend most of their lives in flight, only occasionally touching the ground to feed or to retrieve treasure. Air drakes know few limitations in their lives and can ride the winds from the Ringing Mountains to the Sea of Silt and beyond. They often lair in the highest mountain peaks, far above the earthly world that they scorn. Rather than selecting a single lair, air drakes prefer a dozen or so "safe" areas. This mobility means that an air drake will have only a few possessions, stored in a lofty, inaccessible location. Little infuriates an air drake more than having one of these precious items stolen.

Air drakes 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 with surprise and from the air. Their favorite tactic is to make Flyby attacks, hoping

	Air Drake	Earth Drake
	Gargantuan Dragon (Air, Psionic)	Gargantuan Dragon (Earth, Psionic)
Hit Dice:	25d12+125 (287 hp)	25d12+125 (287 hp)
Initiative:	+6	+2
Speed:	30 ft. (6 squares), fly 80 ft. (good)	30 ft. (6 squares), burrow 10 ft.
Armor Class:	21 (-4 size, +2 Dex, +13 natural), touch 8, flat-footed 19	21 (-4 size, -2 Dex, +17 natural), touch 4, flat-footed 21
Base Attack/Grapple:	+25/+45	+25/+46
Attack:	Bite +29 melee (4d6+8) or tail slap +29 melee (2d6+12)	Bite +30 melee (4d6+9) or tail slap +30 melee (2d6+13)
Full Attack:	Bite +29 melee (4d6+8) and 2 claws +27 melee (2d8+4) and tail slap +27 melee (2d6+12)	Bite +30 melee (4d6+9) and 2 claws +28 melee (2d8+4/19-20) and tail slap +28 melee (2d6+13)
Space/Reach:	20 ft./15 ft.	20 ft./15 ft.
Special Attacks:	Improved grab, psi-like abilities, swallow whole, whirlwind	Elemental attack (earth), improved grab, psi-like abilities, swallow whole
Special Qualities:	Darkvision 60 ft., DR 15/metal, dragon traits, low-light vision	Darkvision 60 ft., DR 15/metal, dragon traits, low-light vision
Saves:	Fort +19, Ref +18, Will +15	Fort +13, Ref +12, Will +9
Abilities:	Str 27, Dex 15, Con 21, Int 7, Wis 13, Cha 12	Str 29, Dex 7, Con 21, Int 4, Wis 11, Cha 12
Skills:	Appraise +9, Climb +11, Concentration +20, Hide +5, Intimidate +11, Jump +12, Listen +11, Move Silently +7, Psicraft +6, Search +6, Spot +16, Survival +9	Climb +17, Concentration +20, Jump +17, Listen +10, Move Silently +13, Psicraft +5, Spot +10, Survival +10
Feats:	Combat Reflexes, Improved Initiative, Improved Natural Armor, Flyby Attack, Hover, Lightning Reflexes, Multiattack, Snatch, Wingover	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Multiattack, Power Attack
Environment	Mountains	Any
Organization:	Solitary	Solitary
Challenge Rating:	19	17
Treasure:	Double Standard	Double Standard
Alignment:	Always neutral	Always neutral
Advancement:	26-50 HD (Colossal)	26-32 HD (Gargantuan), 33-64 HD (Colossal)
Level Adjustment:	—	—

to snatch their prey from the ground, carry it to a great height, and then drop it, allowing the fall to "tenderize" their meal for them. Against foes with the ability to fly, an air drake will attempt to grapple and hold its target. It then flies as fast as it can towards the ground, releasing its prey at the last minute and pulling up out of the dive. Few other flying creatures possess the aerial agility to avoid crashing into the ground. An air drake's elemental attack takes the form of an immense whirlwind.

Improved Grab (Ex): To use this ability, an air drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: At will—*anchored navigation* (across planar boundaries*), *levitation*; 3/day—*body adjustment* (7d12*), *body equilibrium*, *cloud mind* (DC 13), *control air* (up to 60 mph change*), *control body* (all size creatures, DC 12*), *false sensory input* (5 additional targets, DC 14*), *inertial barrier*, *mind blank*, *read thoughts* (DC 13), *telekinetic force* (500 lbs. max, DC 14*), *ubiquitous vision*. Manifester level 15th.

*Includes augmentation for air drake's manifester level.

Swallow Whole (Ex): The air drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the air drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the air drake's digestive tract (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its

own way out. The air drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Whirlwind (Su): Once per day an air drake may create a whirlwind that lasts for 10 rounds. The whirlwind is 10 ft. wide at the base, 50 ft. wide at the top, and 100 ft. tall. The drake may form a smaller whirlwind if it wishes. Medium or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a **Reflex save** (DC 30) or take 2d6 points of damage. It must also succeed at a second **Reflex save** or be picked up bodily and held suspended in the powerful winds, automatically taking 2d6 points of damage. A creature that can fly is allowed a **Reflex save** each round to escape the whirlwind. The creature still takes damage but can leave it the save is successful. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision beyond 5 ft. Creatures 5 ft. away have one-half concealment (see Concealment, Combat Section in the Player's Handbook). Those caught in the cloud must succeed at a **Concentration** check to cast a spell (DC 30). The **save** DCs are **Strength**-based.

Earth Drake

This monstrosity is easily mistaken for a large mound of rock – until it moves. Only then do you realize that you stand face to face with an enormous reptilian beast, seemingly composed entirely of hunks of rock and stone.

	Fire Drake	Magma Drake
	Gargantuan Dragon (Fire, Psionic)	Gargantuan Dragon (Earth, Fire, Psionic)
Hit Dice:	20d12+100 (230 hp)	20d12+100 (230hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares)	50ft. (10 squares), burrow 10 ft., swim 30 ft.
Armor Class:	18 (-4 size, -2 Dex, +14 natural) touch 4, flat-footed 18	16 (-2 Dex, -4 size, +12 natural), touch 4, flat-footed 16
Base Attack/Grapple:	+20/+41	+20/+41
Attack:	Bite +25 melee (4d6+9) or tail slap +25 melee (2d6+13)	Bite +25 melee (4d6+9) or tail slap +25 melee (2d6+13)
Full Attack:	Bite +25 melee (4d6+9) and 2 claws +23 melee (2d8+4) and tail slap +23 melee (2d6+13)	Bite +25 melee (4d6+9) and 2 claws +23 melee (2d8+4) and tail slap +23 melee (2d6+13)
Space/Reach:	20 ft./15 ft.	20 ft./15 ft.
Special Attacks:	Elemental attack (fire), improved grab, psi-like abilities, swallow whole	Constrict 2d6+13, improved grab, psi-like abilities, swallow whole
Special Qualities:	Darkvision 60 ft., DR 15/metal, dragon traits, immunity to fire, low-light vision, vulnerability to cold	Darkvision 60 ft., DR 15/metal, dragon traits, immunity to fire, low-light vision, vulnerability to cold
Saves:	Fort +17, Reflex +12, Will +12	Fort +17, Ref +12, Will +12
Abilities:	Str 29 Dex 7, Con 21, Int 4, Wis 11, Cha 12	Str 29, Dex 7, Con 21, Int 6, Wis 11, Cha 12
Skills:	Climb +11, Concentration +15, Intimidate +9, Jump +14, Listen +10, Move Silently +6, Search +5, Spot +10, Survival +8	Climb +14, Concentration +15, Intimidate +7, Jump +22, Listen +9, Move Silently +11, Psicraft +7, Search +7, Spot +10, Survival +9, Swim +24
Feats:	Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack	Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack
Environment	Any	Mountains
Organization:	Solitary	Solitary
Challenge Rating:	15	17
Treasure:	Double Standard	Double Standard
Alignment:	Always neutral	Always neutral
Advancement:	20-32 HD (Gargantuan), 33-64 HD (Colossal)	21-40 HD (Gargantuan), 41-64 HD (Colossal)
Level Adjustment:	—	—

Earth drakes are the largest, most physically powerful of the drakes. Their massive bodies and extremely rough hide often made them look like large outcroppings of rock. Earth drakes love a good fight. They will often dig in along major trade routes in the hope that they will find someone that can challenge them.

Earth drakes prefer rocky areas and mountains to the open sands. When selecting a lair, an earth drake will usually choose a cavern or cave that is almost too small for the creature. It then spends its time closed in on all sides by rock and earth, something that the creature finds very much to its liking. 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, creating a collapsible front entrance which the earth drake uses to defend its lair. Earth drakes especially dislike any type of permanent buildings and think nothing of traveling many miles in order to destroy man-made settlements.

Covered with thousands of small, spiny scales, an earth drake has massive limbs designed for digging through solid stone. It has a short tail, which forces it to walk with a swaggering gait, and a wedge-shaped head. Scales protect the drake's ears and a double-eyelid prevents the creature from being blinded when burrowing.

Combat

Earth drakes prefer to start combat by using their *concussion* and *animate object* powers to trap their enemies in caves or box canyons and then engaging in melee. Earth drakes charge their target and attack with

their powerful front claws first, then rend the target with their gaping maw. Earth drakes are the only drakes that will fight to the death, convinced that they are stronger than any opponent. An earth drake's elemental attack allows the creature to gate solid matter in the form of dirt, stones, and boulders from the elemental plane of earth.

Elemental Attack (Earth) (Su): Once per day an earth drake may gate in 50 cubic ft. of material from the elemental plane of earth. This material is composed of rock and soil and must be gated onto a solid surface but may be in any shape the drake desires. Any one caught in the area the material is gated into must make a [Reflex save](#) (DC 23). A failed save means the victim is trapped under the earth and is affected as though by an avalanche (see DMG Chapter 3). The save DC is [Charisma](#)-based.

Improved Grab (Ex): To use this ability, an earth drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: At will – *concussion blast* (2 additional targets, 5d6 damage*); 3/day – *body adjustment* (7d12*), *compression* (two size categories, 15 minute duration*), *control object*, *dissolving touch* (11d6 damage*), *ectoplasmic form*, *expansion* (manifest as swift action, 15 minute duration*), *false sensory input* (6 additional targets, DC 14), *immovability* (manifest as swift action*), *inertial barrier*, *matter agitation*, *matter manipulation*, *precognition*, *sensitivity to psychic impressions*, *telekinetic force* (500 lbs max*). Manifest level 15th.

*Includes augmentation for earth drake's manifester level.

	Rain Drake Gargantuan Dragon (Air, Psionic, Water)	Silt Drake Gargantuan Dragon (Earth, Psionic, Water)
Hit Dice:	22d12+132 (275hp)	20d12+100 (230hp)
Initiative:	+3	+2
Speed:	30 ft. (6 squares), swim 50 ft.	20 ft. (4 squares), swim 50 ft.
Armor Class:	16 (-1 Dex, -4 size, +11 natural), touch 5, flat-footed 16	16 (-2 Dex, -4 size, +12 natural), touch 4, flat-footed 16
Base Attack/Grapple:	+22/+41	+20/+41
Attack:	Bite +26 melee (4d6+7/19-20) or tail slap +25 melee (2d6+10)	Bite +25 melee (4d6+9) or tail slap +25 melee (2d6+13)
Full Attack:	Bite +26 melee (4d6+7/19-20) and 2 claws +23 melee (2d8+3) and tail slap +23 melee (2d6+10)	Bite +25 melee (4d6+9) and 2 claws +23 melee (2d8+4) and tail slap +23 melee (2d6+13)
Space/Reach:	20 ft./15 ft. (20 ft. with tail slap)	20 ft./15 ft.
Special Attacks:	Improved grab, psi-like abilities, swallow whole	Constrict 2d6+13, psionics, swallow whole
Special Qualities:	Darkvision 60 ft., DR 15/metal, dragon traits, low-light vision, susceptible to light	Darkvision 60 ft., DR 15/metal, dragon traits, low-light vision
Saves:	Fort +19, Ref +12, Will +14	Fort +17, Ref +12, Will +12
Abilities:	Str 25, Dex 8, Con 22, Int 10, Wis 13, Cha 12	Str 29, Dex 7, Con 21, Int 6, Wis 11, Cha 12
Skills:	Climb +15, Concentration +21, Intimidate +16, Jump +22, Listen +16, Move Silently +14, Psicraft +15, Search +15, Sense Motive +11, Spot +13, Survival +11, Swim +20	Climb +14, Concentration +15, Hide -6, Intimidate +7, Jump +8, Listen +9, Move Silently +11, Psicraft +7, Search +7, Spot +10, Survival +9, Swim +24
Feats:	Improved Critical (bite), Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Snatch, Weapon Focus (bite)	Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack
Environment	Any	Silt
Organization:	Solitary	Solitary
Challenge Rating:	17	17
Treasure:	Double Standard	Double Standard
Alignment:	Always neutral	Always neutral
Advancement:	23-44 HD (Gargantuan), 45-66 HD (Colossal)	21-32 HD (Gargantuan), 33-64 HD (Colossal)
Level Adjustment:	—	—

Swallow Whole (Ex): The earth drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes **2d8+8** points of crushing damage plus **2d8+6** points of acid damage per round from the earth drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the earth drake's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The earth drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Fire Drake

You steel your nerves as the saurian beast comes thundering towards you. With a fang-filled crocodilian snout and a sinuous body covered in rough scales, it waves sharp fore claws before itself as it charges forward on its more massively muscled hindquarters.

Fire drakes are most vicious of all the drakes. They enjoy inflicting pain on their prey and will often torment a victim for days before finally killing it.

Fire drakes are content to live in the arid sands but are always on the lookout for volcanoes or hot springs and will even set a forest on fire to bask in the comfort of the flames for a time. At night, they retreat to an area of safety or bury themselves under the hot sand, thus insulating themselves from the cool evening air.

Fire drakes are reptilian creatures with long, thin bodies covered with rough hide. Their front legs are shorter and thinner than their thick, powerful hind legs. Large and spiny, they have red and black mottled scales, similar in texture to pebbles and like unto the color of dying embers.

Combat

A fire drake will use whatever attack it believes will inflict the most pain on its opponent. It particularly enjoys using its *control flames* power to turn its enemies' fire against them. When battling foes, they make snorting sounds that are often taken for laughter.

Fire drakes, like other drakes, have a special elemental attack which allows them to gate in fire from the elemental plane of fire.

Elemental Attack (Su): Once per day, a fire drake is able to gate in a 50 feet diameter sphere of fire from the elemental plane of fire. Any creature caught in the area of effect takes **8d10** points of fire damage (Reflex save for half, DC 21). Any creature that fails its saving throw also catches fire. The flame lasts for **1d8** rounds (see DMG for more on catching fire). Flammable material within the area of effect may catch on fire as well. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a fire drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

	Sun Drake	Water Drake
	Gargantuan Dragon (Air, Fire, Psionic)	Gargantuan Dragon (Psionic, Water)
Hit Dice:	25d12+175 (337hp)	20d12+100 (230 hp)
Initiative:	-1	-2
Speed:	30 ft. (6 squares), fly 60 ft. (average)	30 ft. (6 squares), swim 40 ft.
Armor Class:	20 (-1 Dex, -4 size, +15 natural), touch 5, flat-footed 20	17 (-4 size, -2 Dex, +13 natural) touch 4, flat-footed 17
Base Attack/Grapple:	+25/+46	+20/+41
Attack:	Bite +26 melee (4d6+9/19-20) or tail slap +25 melee (2d6+13)	Bite +26 melee (4d6+9/19-20) or tail slap +25 melee (2d6+13)
Full Attack:	Bite +26 melee (4d6+9/19-20) and 2 claws +23 melee (2d8+4) and tail slap +23 melee (2d6+13)	Bite +26 melee (4d6+9/19-20) and 2 claws +23 melee (2d8+4) and tail slap +23 melee (2d6+13)
Space/Reach:	20 ft./15 ft. (20 ft. with tail slap)	20 ft./15 ft.
Special Attacks:	Improved grab, psi-like abilities, swallow whole	Elemental attack (water), improved grab, psi-like abilities, swallow whole
Special Qualities:	Darkvision 60 ft., DR 15/metal, dragon traits, immunity to fire, low-light vision, vulnerability to cold	Darkvision 60 ft., DR 15/metal, dragon traits, low-light vision
Saves:	Fort +21, Ref +15, Will +14	Fort +17, Ref +10, Will +12
Abilities:	Str 29, Dex 8, Con 24, Int 13, Wis 11, Cha 12	Str 29 Dex 7, Con 21, Int 4, Wis 11, Cha 12
Skills:	Climb +11, Concentration +15, Intimidate +9, Jump +14, Listen +10, Move Silently +6, Search +5, Spot +10, Survival +8	Climb +11, Concentration +15, Intimidate +9, Jump +14, Listen +10, Move Silently +6, Search +5, Spot +10, Survival +8, Swim +17
Feats:	Combat Reflexes, Improved Initiative, Improved Natural Armor, Flyby Attack, Hover, Lightning Reflexes, Multiattack, Snatch, Wingover	Improved Critical (bite), Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Snatch, Weapon Focus (bite)
Environment	Any	Aquatic
Organization:	Solitary	Solitary
Challenge Rating:	18	15
Treasure:	Double Standard	Double Standard
Alignment:	Always neutral	Always neutral
Advancement:	26-50 HD (Gargantuan), 51-75 HD (Colossal)	21-32 HD (Gargantuan), 33-64 HD (Colossal)
Level Adjustment:	—	—

Psi-Like Abilities: At will - *control flames* (increase or decrease by 4 sizes*), *control light*, *demoralize* (50 ft. radius, DC 18), *mindlink* (9 additional targets*), *synesthete*; 3/day - *body adjustment* (4d12*), *ectoplasmic form*, *energy barrier*, *inertial barrier*, *id insinuation* (3 additional targets, DC 20*), *matter agitation*, *painful strike* (manifest as a swift action*), *telekinetic force* (375 lbs max*); 1/day - *energy adaptation*, *fiery discorporation*. Manifest level 10th.

*Includes augmentation for fire drake's manifester level.

Swallow Whole (Ex): The fire drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the fire drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the fire drake's digestive tract (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The fire drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Magma Drake

This creature resembles a huge red worm. It swims effortlessly through the magma, and its total size is unknown, as most of its body is hidden in the magma.

Magma drakes look like huge worms, with large claws behind their head. They are covered with thick scales and

seem entirely at home in the molten magma. They have two dark black eyes, and a thin flap covers their eyes when they swim through magma.

Magma drakes, like their fiery cousins, prefer open lava, volcanoes or magma fields in which to dwell, adding a fresh level of hazard to such environments. As such, they have few natural enemies, expect perhaps for those drakes, elemental and paraelemental beasts that are also able to survive in open magma.

Magma drakes are known for their odd fondness for cloth, especially that of a red hue. Although such items are soon destroyed by the drake's home environment, they nevertheless provide a curious fascination for the creatures.

Combat

Magma drakes prefer to hide in the molten lava and surprise their prey with a quick attack, leaping forth from the magma to strike with sudden savagery. Lacking an elemental attack, magma drakes will instead attempt to grapple and crush their prey, dragging them below the lava to a fiery doom if possible.

Constrict (Ex): A magma drake deals automatic tail damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a magma drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: 3/day - *inflict pain* (3 additional targets, DC 16*), *psionic dominate* (affects animals, fey, giants, humanoids, magical beasts and monstrous

humanoids, DC 16*), *second chance*. Manifester level 10th.

*Includes augmentation for the magma drake's manifest level.

Swallow Whole (Ex): The magma drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes **2d8+8** points of crushing damage plus **2d8+6** points of acid damage per round from the magma drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the magma drake's digestive tract (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The rain drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Skills: A magma drake has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rain Drake

A huge lizard with glistening silver scales and a long tail rises up from the water. It has a long pointed snout, two black eyes, and huge webbed claws. Its tail resembles a long eel.

The rain drake has a sleek body, perfectly suited for the water. It usually makes its home near waterfalls, but any body of water makes a suitable home. Rain drakes loath water drakes, and will attack them at any opportunity. They are smarter and faster than water drakes, and can survive out of the water for a few hours at night, or for longer periods whenever there is rain.

Rain drakes, almost as rare as their hated foes the water drakes, dwell in those few places that rain still falls on Athas – forests such as those that clad the Ringing Mountains, the Crescent Forest of the Ivory Triangle and, of course, the lands surrounding the Cerulean Storm.

Rain drakes fight in water, if possible, but can "swim" even in light rain. Although rain drakes cannot fly, they can use even a small amount of water to "swim" through the air. They have no natural enemies except for water drakes.

Combat

Rain drakes use their claws when attacking prey. They prefer to fight in the water, where they can use all four claws, but will follow prey out of the water. However, they will not go into direct sunlight as rain drakes are extremely susceptible to such illumination and can perish if exposed to it overlong. They lack any special elemental attacks, instead relying on speed and ferocity when dealing with their foes. A rain drake will often attempt to crush its prey with the sheer weight of its body.

Improved Grab (Ex): To use this ability, a rain drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: 3/day – *danger sense* (uncanny dodge*), *inflict pain* (3 additional targets, DC 16*), *synethete*. Manifester level 10th.

*Includes augmentation for the rain drake's manifest level.

Susceptible to Light (Ex): Rain drakes abhor the sunlight, and take **2d10** points of damage per round if they are in direct sunlight.

Swallow Whole (Ex): The rain drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes **2d8+8** points of crushing damage plus **2d8+6** points of acid damage per round from the rain drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the rain drake's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The rain drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Skills: A rain drake has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Silt Drake

This creature resembles a long, sand-colored snake. It has a huge mouth, dark eyes, and two horns on its head. It has no claws or feet but swims silently through the silt.

Silt drakes are migratory creatures, never staying long in a single place. They have no permanent lair or territory and instead wander through the silt in search of food.

Silt drakes are perhaps the most common of all drakes as their parent element is found in abundance throughout Athas. However, this has also meant that they come under attack from other predators far more often than do the other drakes. Nevertheless, only the largest silt horrors and paraelemental beasts are able to threaten a silt drake, and their supremacy of the silt remains unchallenged.

A silt drake has the appearance of an immense horned serpent that writhes through the silt, rearing itself above the surface to attack. Its coloration means that it is often indistinguishable from its surrounding element – frequently much to the surprised dismay of its prey.

Once a year, a male drake issues a call through the dust to any females nearby. If a female answers the call, the male and female mate briefly and then separate. The female lays her clutch of 3-6 eggs in the deepest parts of the Sea of Silt and then abandons them to their fate.

Combat

Silt drakes prefer to attack their prey by locating them first with their keen senses, and then swimming up silently from underneath. They attack with their bite and tail, seizing their target, crushing it and dragging it beneath the silt to perish. Silt drakes are fearless in combat and have little compunction about attacking prey. Only massive damage will cause the silt drake to retreat from battle.

Constrict (Ex): A silt drake deals automatic tail damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a silt drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole or constrict that round.

Psi-Like Abilities: 3/day – *attraction* (+9 interaction bonus, DC 17*), *chameleon*, *suspend life*. Manifest level 11th.

Swallow Whole (Ex): The silt drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the silt drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the silt drake's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The silt drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Skills: Silt drakes have a +8 racial bonus to *Hide* checks. A silt drake has a +8 racial bonus on any *Swim* check to perform some special action or avoid a hazard. It can always choose to take 10 on a *Swim* check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sun Drake

A huge creature flies overhead, its wings creating a large circle that blocks out the sun. Its wings shimmer in the light, with orange, red and yellow hues. The creature has a long thin body, four sharp claws, and a long thin tail.

The sun drake is a fearsome creature, intelligent, vicious, and very dangerous. It prefers to make its lair at the top of the highest peak wherever it lives, spending its days soaring the wastelands on thermals. Sun drakes have a 40-foot wingspan, and its wings give it an almost circular appearance when gliding through the air.

Sun drakes, like those of silt, are relatively common on Athas, basking the life-giving rays of the dark sun itself. They hunt from the upper airs, descending only to attack and devour prey before returning to the sun-burned heavens that are their home.

Combat

Lacking any kind of elemental powers, sun drakes attack with bite, claw, and tail. Much like air drakes, sun drakes will grab their opponents, fly to a great height and then release them, allowing the prey to fall to its death far below. The sun drake will then swoop down to feast upon the creature's remains.

Improved Grab (Ex): To use this ability, a sun drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: 3/day—*defensive precognition* (+3 bonus, manifest as swift action*) *inflict pain* (6 additional targets, DC 19*), *psionic dominate* (affects all nonmindless, 1 additional target, DC 19*); *1/day-ultrablast* (15d6 damage, DC 18*). Manifest level 15th.

*Includes augmentation for sun drake's manifest level.

Swallow Whole (Ex): The sun drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the sun drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the sun drake's

digestive tract (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The sun drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Water Drake

This highly unusual beast is clearly at home in open water. It has sleek contours, four webbed claws and a broad tail and appears to be some form of monstrous reptile.

The rarest of the Athasian drakes, water drakes are seldom seen on Athas, preferring ponds and other bodies of water in which to make their homes. They roam what scant few bodies of water that remain, hunting and devouring any and all prey of suitable size. They have a particular hatred for all humanoid races, whom the drakes blame for having brought ruin to Athas, and will seldom hesitate to attack such folk on sight. And yet, despite their ferocity, water drakes are treated with reverence by most Athasians, who see them as symbols of what has been lost to their home.

Water drakes prefer to be left alone and will avoid contact with others, unless hungry.

Water drakes are reptilian creatures with bodies perfectly suited for swimming. Their four legs end in webbed claws, and when in water, their long, flat tails are an excellent source of propulsion.

Combat

A water drake hates to fight on land and will retreat into water as quickly as possible. Once there, it will attempt to eliminate its weakest opponents first, using its psionic powers to escape if necessary. A water drake will only enter into combat with powerful foes if it feels that it will emerge victorious. A water drake possesses an elemental attack that allows it to gate in pure water from the plane of elemental water.

Elemental Attack (Su): Once per day, a water drake is able to gate in a 50 feet diameter sphere of pure water from the elemental plane of water. Any creature caught in the area of effect suffers 4d8 points of bludgeoning damage (Reflex half DC 21) as the sphere collapses. Any creature that fails its *save* is also knocked prone. If the water is contained within an area, creatures in the area of effect may be in danger of drowning. The *save DC* is *Charisma*-based.

Improved Grab (Ex): To use this ability, a water drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole that round.

Psi-Like Abilities: 3/day—*body adjustment* (7d12*), *chameleon*, *clairvoyant sense*, *control body* (any size target, DC 15*), *inertial barrier*, *psionic dimension door* (manifest as move action*), *telekinetic force* (500 lbs. max). 1/day—*dream travel* (DC 19*), *psionic banishment* (ML 17 for overcoming power resistance, DC 20*), *psionic teleport*, *temporal acceleration* (2 round duration*). Manifest level 15th. The *save DCs* are *Charisma*-based.

*Includes augmentation for the water drake's manifest level.

Swallow Whole (Ex): The water drake can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the

opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the water drake's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the water drake's digestive tract (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The water drake's gullet can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.

Skills: A water drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dray

You are startled to be confronted by a tall, lean draconic being with scaly skin, hairless body, and clawed limbs. It has no wings, but its reptilian features, combined with its long tail, leave you in little doubt as to its heritage.

Dray are a race of intelligent draconic humanoids created by Dregoth, the undead dragon king of Giustenal. Through his experience as a Champion of Rajaat and an advanced being, Dregoth came to believe that the dragon was the next step in human evolution, and created the dray to explore this belief. His initial experiments were unsuccessful but eventually led to the creation of the first generation of dray. These, however, proved to be flawed, imperfect beings and were unlovely in the eye of their creator. Dregoth banished them to the depths of the earth beneath Giustenal and redoubled his efforts. The second generation of dray was the result and in their lean contours and sleek lines Dregoth finally found the loyal children that he so desired.

First generation dray have jagged claws and their scales are mottled and uneven, their bodies slightly bent and mutated. The second generation dray, by comparison, are near-replicas of the dragon king, with proud draconic heads atop long necks. Straight, ivory teeth are set in neat rows within their long jaws. Their leathery scales come in a variety of colors and their long, whiplike tails stretch out majestically behind them.

All dray distrust surface dwellers but the second generation have been taught to despise them also. Humanity is worthy of only pity, until such time as the species can become dray. Humanoids deserve only death. In this Dregoth carries the teachings of Rajaat into a new age.

All dray are omnivores, but require a substantial meat component in their diets. In Kragmorta, the first generation dray hunt food from among creatures released by their creator Dregoth or other natural residents of the Athasian Underdark. They also forage for roots and fungi that grow near the lava rivers. The second generation dray, dwelling in New Giustenal, raise domestic grazing lizards known as fanner beasts, cultivate fungi, and draw fish from the Blackjaw River (although they risk the attention of the deadly sharg when doing so).

Both generations of dray speak the ancient tongue of lost Giustenal, although the first generation dray speak it with considerably less elegance than the second. Neither generation knows any of the modern languages of Athas.

Combat

All dray are savage fighters, at home with their natural weaponry and adept at wielding these in battle. They are also able to use manufactured weapons and armor, although the first generation fashion gear that is crude by comparison with the creations of their more advanced cousins.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when

	First Generation Dray, 1st-Level Warrior Medium Monstrous Humanoid	Second Generation Dray, 1st-Level Warrior Medium Monstrous Humanoid
Hit Dice:	1d8+2 (6 hp)	1d8+1 (5 hp)
Initiative:	+1	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+4	+1/+3
Attack:	Claw +4 melee (1d4+3) or bone longsword +3 melee (1d8+3/19-20)	Claw +3 melee (1d4+2) or bone longsword +2 melee (1d8+1/19-20)
Full Attack:	2 claws +4 melee (1d4+3) and bite +2 melee (1d6+1); or bone longsword +3 melee (1d8+3/19-20) and bite +2 melee (1d6+1)	2 claws +3 melee (1d4+2) and bite +1 melee (1d6+1); or bone longsword +2 melee (1d8+1/19-20) and bite +1 melee (1d6+1)
Space/Reach:	5 ft. / 5 ft.	5 ft. / 5 ft.
Special Attacks:	—	—
Special Qualities:	Darkvision 60 ft., less water, light sensitivity, low-light vision, resistance to fire 10	Darkvision 60 ft., less water, light sensitivity, low-light vision, resistance to fire 10
Saves:	Fort +4, Ref +1, Will -2	Fort +3, Ref +1, Will -2
Abilities:	Str 17, Dex 12, Con 15, Int 6, Wis 6, Cha 7	Str 15, Dex 12, Con 13, Int 12, Wis 6, Cha 9
Skills:	Climb +5, Jump +5	Craft (any) +5, Listen +0, Spot +0
Feats:	Multiattack	Multiattack
Environment	Underground (Kragmorta)	Underground (New Giustenal)
Organization:	Solitary, patrol (2-12), or clan (4-48)	Solitary, patrol (2-12), or clan (4-48)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually lawful neutral	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+1	+1

active, and only 1/4 the requirement when they are inactive.

Light Sensitivity (Ex): Dray are dazzled in bright sunlight or within the radius of a *daylight* spell.

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

Challenge Rating: Dray with levels in NPC classes have a CR equal to their class level. Dray with levels in PC classes have a CR equal to their class level +1.

Dray Society

Banished by their lord long ago, the first generation of dray struggle to survive in the fiery caverns of Kragmorta. Living in clans under the rulership of a Clan Father, the first generation dray still worship Dregoth as their god but also hate him for rejecting them. They are nevertheless sometimes visited by Dregoth's High Priest Absalom, who comes to preach the word of Dregoth and, he hopes, someday bring the lost children home.

The second generation dray inhabit New Giustenal in contentment. Protected and nurtured in their spiritual growth by Dregoth's templars, they are free to work and raise families. The second generation looks down upon the first, seeing themselves as superior to the earlier dray. They are the chosen of Dregoth and the first generation deserves nothing but their contempt and hatred. Curiously, the first generation dray also consider themselves better than the dray that replaced them. They bear no ill will towards the later dray, but they do not trust them either. In their hearts they long for the day that Dregoth will forgive them for their imperfect existence and welcome them back to the home that once they knew.

First Generation Dray as Characters

First generation dray follow the paths of the fighter, rogue or cleric. Clerics of earth, fire and magma are all common in Kragmorta. They have little to no understanding of magic, and wizards are unheard of amongst the first generation.

First generation dray characters possess the following racial traits.

- +4 **Str**, +4 **Con**, -4 **Int**, -2 **Wis**, -2 **Cha**. First generation dray are very strong and hardy, but their nature as outcasts and mutants has damaged their psyche.
- Medium size.
- A first generation dray's base land speed is 30 feet.
- **Low-light** vision.
- **Darkvision** out to 60 feet.
- +3 **natural armor** bonus.
- **Natural Weapons**: 2 claws (1d4), bite (1d6)
- **Special Qualities** (see above): Less water, light sensitivity, resistance to fire 10
- **Automatic Languages**: Giustenal. **Bonus Languages**: Common, Dwarven, Elven, Giant.
- **Favored Class**: Fighter.
- **Level adjustment**: +1.

Second Generation Dray as Characters

Second generation dray favor wizardry or the road of the templar in service to their god. Almost all second generation dray who take adventuring classes are wizards (defilers) and templars.

Second generation dray characters possess the following racial traits.

- +2 **Str**, +2 **Con**, +2 **Int**, -2 **Wis**. Second generation dray are not as strong or hardy as their predecessors but do not suffer their mental deficiencies.
- Medium size.
- A second generation dray's base land speed is 30 feet.
- **Low-light** vision.
- **Darkvision** out to 60 feet.
- +3 **natural armor** bonus.
- **Natural Weapons**: 2 claws (1d4), bite (1d6)
- **Special Qualities** (see above): Less water, light sensitivity, resistance to fire 10.
- **Automatic Languages**: Giustenal. **Bonus Languages**: Common, Dwarven, Elven, Giant.
- **Favored Class**: Wizard.
- **Level adjustment** +1.

Drik

Drik

This creature is a monstrous lizard with a great horned and ridged shell over thirty feet across. Its limbs and head, scaled with dull violet hide, protrude from beneath the shell in a fashion similar to a tortoise, and enormous tusks jut from its slavering jaws. The creature's small eyes are dead black and its talons are seemingly cut from jagged, stained ivory.

The drik is a gargantuan herd lizard once common in the northern Tyr region. Its broad, horned shell and great **Strength** have made it a favorite beast of war with the lords of Urik and Raam for many ages, and the drik herds are far thinner now as a result. A quadruped, each of the drik's four claws ends in four wicked talons, capable of tearing through steel.

Low and lumbering, the drik is born without its shell, but as it grows, it secretes a resin that combines with bony residues to form an ever-growing carapace. It is this carapace that makes the creature so valued, as it can be remodeled and fashioned to form a well-defended platform ideal for waging siege warfare.

Driks are used as weapon platforms, living rams, heavy assault forces and (rarely) beasts of burden. Hamanu, sorcerer-king of Urik, is known for having devised a foul method of altering driks while they are still in the egg. The resulting mutation is born with cunning intelligence, speed and **Strength** and possesses a natural aptitude for defiler magic. Known as *high driks*, these fiends are further detailed hereafter.

The adult drik is 35 feet across or more, weighing in over 6 tons. Driks reach maturity in two years and can live as many as 30.

Combat

The drik takes a simple approach to conflict: rend, chew and swallow whatever gets in the way of more leisurely activity. Despite their lumbering nature, they are surprisingly fast when it comes to actual combat. Their necks are strong and nimble and a drik can lunge forward to devour a foe with but a moment's notice.

A drik is also able to attack with its claws, but the beast's immense weight means that it must balance itself on at least three of its legs at all times and so may only attack with a single claw at once.

Improved Grab (Ex): To use this ability, a drik must hit with its bite attack. It can then attempt to start a

	Drik Gargantuan Animal	High Drik Huge Magical Beast (Augmented Animal)
Hit Dice:	16d8+112 (184 hp)	8d10+32 (76 hp)
Initiative:	+1	+2
Speed:	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	23 (-4 size, +1 Dex, +16 natural), touch 7, flat-footed 22	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+12/+37	+8/+24
Attack:	Bite +21 melee (2d8+13)	Bite +14 melee (2d6+8 plus poison) or longsword +14 melee (2d8+12/19-20)
Full Attack:	Bite +21 melee (2d8+13) and claw +16 melee (2d6+6)	Bite +14 melee (2d6+8 plus poison) and 2 claws +9 melee (1d8+4), or longsword +14/+9 melee (2d8+12/19-20) and bite +9 melee (2d6+4 plus poison)
Space/Reach:	20 ft. / 15 ft.	15 ft./15 ft.
Special Attacks:	Improved grab, powerful charge 6d6+20, swallow whole	Poison, spells
Special Qualities:	Low-light vision	Darkvision 60 ft., low-light vision
Saves:	Fort +19, Ref +11, Will +4	Fort +10, Ref +8, Will +2
Abilities:	Str 36, Dex 13, Con 24, Int 1, Wis 8, Cha 3	Str 26, Dex 15, Con 18, Int 14, Wis 10, Cha 9
Skills:	Listen +5, Spot +5, Survival +6	Concentration +11, Intimidate +10, Knowledge (arcana) +10, Listen +6, Search +8, Spot +6
Feats:	Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Natural Armor, Improved Overrun, Power Attack	Agonizing Radius, Destructive Raze, Maximize Spell
Environment	Rocky badlands	Rocky badlands
Organization:	Herd (2-4)	Solitary
Challenge Rating:	12	9
Treasure:	none	Standard
Alignment:	Always neutral	Usually neutral evil
Advancement:	17-32 (Colossal)	By character class
Level Adjustment:	—	+5

grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Powerful Charge (Ex): When a drik charges, its immense weight and horned carapace allow it to deal 6d6+20 damage at an attack bonus of +21, in addition to the regular hazards and benefits of a charge.

Swallow Whole (Ex): If the drik successfully grapples a target of size Huge or smaller, it may initiate a second grapple check which, if successful, means that the drik has swallowed its target whole. The swallowed target is still considered grappled and takes 2d8+13 points of crushing damage plus 8 points of acid damage each round from the drik's gizzard. The target may try to cut free, using light slashing or piercing weapons only. The interior of the drik is AC 18 and it takes 25 points of damage to create a hole, which seals itself through muscular action one round after being opened. A Gargantuan drik's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive or smaller opponents.

Carrying Capacity: A light load for a drik is up to 14,690 pounds; a medium load, 14,690-29,425 pounds; a heavy load, 29,425-44,160 pounds. A drik can drag 220,800 pounds.

Drik Society

Wild driks live in small familial herds, each led by an adult female. Other adult females are seen as rivals – the resulting struggles for dominance are truly a sight to behold. The herd grazes on desert shrubs but will also eat whatever smaller, more mobile prey is unfortunate enough to come close enough to their crushing jaws. In

the northern Tyr region, female driks lay their eggs every three years in the Black Waters oasis. This oasis is at the heart of the ancestral drik ranges and the lumbering lizards are the only known creatures that regularly drink from those poisoned waters and survive.

Their territorial nature, however, makes drik easy to track and capture. As their numbers dwindle, with still no drik yet successfully bred in captivity, the acquisition of new eggs becomes more challenging each season. In addition to this, driks become extremely agitated in captivity and require constant psionic handling. Consequently, casualties amongst drik handlers are very high. Driks communicate with one another using a series of grunts and bellows. More intelligent creatures are forced to use psionics in order to communicate with them.

Drik War Machines

As noted above, the chief use of the drik is as a weapon of war. Besides the more obvious applications of the lizard's size and **Strength**, the drik's carapace also possesses certain characteristics that make it ideally suited to retooling for martial purposes.

Because it is formed chiefly from secreted resin, the shell of a drik can be remolded under the influence of heat. Siege weaponry of all kinds can then be mounted onto the creature's back, protected by horned walls of shell. Command posts and small siege towers are not uncommon and the engineers of Raam have perfected a method of molding the shape of a growing drik's shell using wooden strictures and frames, but this method only has a one in three survival rate.

High Drik

A bipedal reptilian horror as tall as a beasthead giant, this creature sports a thick, horned carapace and rows of razor sharp black teeth that drip a vile ichor. Its hide is dark red, with thickly writhing veins protruding from beneath the skin and its jagged carapace is dark grey, flecked with sickly green.

The high drik is a hideous mutation, created from an unborn drik and a sorcerer-king's foul magic. Currently, Hamanu of Urik is the only sorcerer-king known to possess the lore to create high driks, but it is quite possible that another will uncover the secret of their creation – or that someone may have done so previously to Hamanu, their deeds and name lost to the sands of memory.

High driks are bipeds, but retain a shrunken form of the carapace common to their unaltered cousins. Their claws are three-taloned, as opposed to four, and they develop venomous saliva that complements their already ferocious bite. High driks are intelligent and the intense magical energies that they are subjected to *in ovo* give them a natural affinity for defiling magic.

A high drik stands 18 feet high and weighs 3,500 pounds.

Combat

In battle high driks are formidable opponents, making full use of their spells and natural abilities, to the ruin of many an enemy. They will typically use troops under their command to tackle their foes, supporting from a distance with their spells.

They do not shirk from melee combat, however, and relish going toe-to-toe with half-giants and other heavy opponents. High driks wield a variety of weapons in combat, including swords, clubs, spears and tridents – all appropriately sized for the drik grip.

In personal combat, a high drik favors damaging spells and will seek to incapacitate other spellcasters using its sorcery and then deal with warriors and their kin as swiftly as possible. All melee attacks are augmented with a poisonous bite wherever possible and a high drik often selects its spells purely to augment its melee abilities. In addition to this, high driks are known for harnessing the agonizing effects of defiling magic and using it as a strategic tool in combat and prefer class progressions that enhance this aspect of their spellcasting.

Poison (Ex): Injury, Fortitude DC 18, initial damage 2d6 Con, secondary damage 1d6 Con. The save DC is Constitution-based.

Spells (Sp): A high drik casts spells as a wizard (defiler) of level equal to its Hit Dice. (A mature high drik casts spells as an 8th-level wizard.)

Typical wizard spells prepared (4/5/4/3/2; save DC 12 + spell level): 0 – *disrupt undead (x2), flare, ray of frost*; 1st – *magic missile (x2), shield, shocking grasp, true strike*; 2nd – *boneharden, bull's Strength, see invisibility, spider climb*; 3rd – *dedication, fly, haste*; 4th – *burning hands (maximized), magic missile (maximized)*.

High Drik Society

Due to the effects of their transformation, high driks are sterile and have never developed a culture of their own. Raised for war, they are cruel, sadistic creatures, and many believe that the transformation process renders them completely insane.

In addition to being able to learn the common tongue, high driks also retain their ability to communicate with their unaltered fellows. This makes them excellent choices for drik handlers. The high drik themselves are treated as the valuable resources that they truly are, catered to by special servants. Such is the inborn ferocity of the high drik, however, that few of these aides survive for more than a year. Hamanu lavishes attention upon his high driks as if they were his own offspring.

High Driks as Characters

High characters are most often wizards or psions, with some complementing their natural combat potency with levels as fighters. When advancing as a wizard, however, the high drik retains the spell progression granted him by his **Racial Hit Dice** and instead adds +1 caster level as a wizard (defiler) for each level of wizard that he gains.

High drik characters possess the following racial traits.

- +16 **Str**, +4 **Dex**, +8 **Con**, **Int** +4, -2 **Cha**
- Huge size. -2 penalty to **Armor Class**, -2 penalty on attack rolls, -8 penalty on **Hide** checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters.
- Space/Reach: 15 feet/10 feet
- A high drik's base land speed is 40 feet.
- Low-light vision.
- Darkvision out to 60 feet.
- **Racial Hit Dice**: A high drik begins with eight levels of magical beast (augmented animal), which provide 8d10 **Hit Dice**, a base attack bonus of +8, and base saving throw bonuses of **Fort** +6, **Ref** +6 and **Will** +2.
- **Racial Skills**: A high drik's **magical beast** levels give it skill points equal to 11 x (2 + **Int** modifier). Its class skills are **Concentration**, **Intimidate**, **Knowledge (any)**, **Listen**, **Search** and **Spot**.
- A high drik's **magical beast** levels give it three feats.
- **Weapon Proficiency**: A high drik is proficient with all simple and martial weapons.
- +10 **natural armor bonus**.
- **Natural Weapons**: 1 bite (2d6), 2 claws (1d8).
- **Special Attacks** (see above): **Poison**, **spells**.
- **Special Qualities** (see above): +1 wizard caster level per **Racial Hit Die**.
- **Automatic Languages**: Common, Drik. **Bonus Languages**: Urikite.
- **Favored Class**: Wizard.
- **Level Adjustment**: +5.

Dune Freak

Medium Monstrous Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 12 (+1 Dex, +1 natural), touch 11, flat-footed 11

Base Attack/Grapple: +3/+4

Attack: Claw +4 melee (1d4+1) or bite +4 melee (1d2+1 plus poison)

Full Attack: 2 claws +4 melee (1d4+1) and bite -1 melee (1d2+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, poison, rend 2d4+1, suffocation

Special Qualities: Low-light vision, light blindness, tremorsense 60 ft.

Saves: Fort +4, Ref +4, Will +3
Abilities: Str 12, Dex 13, Con 12, Int 6, Wis 10, Cha 8
Skills: Hide +4*, Move Silently +4
Feats: Ability Focus (poison), Great Fortitude
Environment: Deserts
Organization: Solitary, tribe (2-12)
Challenge Rating: 2
Treasure: Standard coin, no art, standard items
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

You see before you a hunched humanoid with a bony, wedge-like head sporting small, flat ears and sunken, beady eyes. The creature also possesses a curious spinal ridge.

The dune freaks (or anakore) are a race of dim-witted humanoids who live in subterranean colonies, occasionally roaming the surface of Athas to hunt. They have a dorsal ridge running along their spine that allows them to pick up vibrations traveling through the sand. With it, they can detect creatures moving along the sand.

Combat

Dune freaks usually attack their foes by burrowing underneath them, and then striking from beneath with their sharp claws and poisonous bite. Once the anakore's poison has had a chance to work, the dune freak will pull its victim under the sand and let it suffocate.

Improved Grab (Ex): To use this ability, a dune freak must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The dune freak can then rend its opponent.

Light Blindness: Dune freaks are completely blind in bright sunlight or within the radius of a *daylight* spell.

Poison (Ex): Injury, **Fortitude** save DC 14. Initial damage is 1 point of temporary **Strength** damage, and the secondary damage is 1d6 points of temporary **Strength** damage. The save DC is **Constitution**-based.

Rend (Ex): A dune freak that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d4+1 points of damage.

Suffocation (Ex): A dune freak can attempt to drag a grabbed Medium or smaller creature underground by making a grapple check. Any creature dragged underground is subject to suffocation. To escape, the creature must escape the anakore's grab and make a **Strength** check (DC 15) to reach the surface.

Tremorsense (Ex): A dune freak can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: *Dune freaks receive a +8 racial bonus on **Hide** checks while in sandy terrain.

Dune Freak Society

Dune freaks usually live within sandy heaps, like dunes, or the alluvial fans at the mouths of canyons. Normally they operate in small packs, with the most aggressive acting as leader.

Dune Freaks as Characters

A dune freak's favored class is cleric. Leaders are usually clerics who serve, almost exclusively, the element of earth, but a few exceptions have been known. Dune freaks rarely have the talent to be fighters or rangers, but

some excel as rogues. Most dune freak spellcasters, however, are defilers. Dune freaks favor spells that hide them from or distract their enemies.

Dune freak characters possess the following racial traits.

- +2 **Str**, +2 **Dex**, +2 **Con**, -4 **Int**, -2 **Cha**
- **Medium.** As Medium creatures, dune freaks receive no bonuses or penalties due to their size.
- **Space/Reach:** 5 ft./5 ft.
- A dune freak's base land speed is 30 feet. Dune freaks also have a burrow speed of 20 ft.
- **Low-light vision.**
- **Racial Hit Dice:** A dune freak begins with 3 levels of **monstrous humanoid**, which provide 3d8 **Hit Dice**, a base attack bonus of +3, and base saving throw bonuses of **Fort** +1, **Ref** +3 and **Will** +3.
- **Racial Skills:** A dune freak's **monstrous humanoid** levels give it skill points equal to 6 x (2 + **Int** modifier). Its class skills are **Hide** and **Move Silently**.
- A dune freak's **monstrous humanoid** levels give it 2 feats.
- **Weapon Proficiency:** A dune freak is proficient with all simple weapons and its natural weaponry.
- +1 **natural armor bonus.**
- **Natural Weapons:** 2 claws (1d4), 1 bite (1d2).
- **Special Attacks** (see above): Improved grab, rend, suffocation.
- **Special Qualities** (see above): Tremorsense 60 ft., light blindness.
- **Automatic Languages:** Anakore. **Bonus Languages:** none.
- **Favored Class:** Cleric.
- **Level Adjustment:** +2.

Dune Reaper

Hurling towards you is a horrendous leathery quadruped with no discernable features on its long head except for a fanged orifice flanked by a pair of snapping mandibles. It front two limbs end in scythe-like blades and it has a scattering of short spines across its back and down its twitching tail.

Dune reapers are large, aggressive predators that inhabit the deserts and sandy wastes. While hunting, they leap from the sand in packs to ambush and hack apart their prey on their scythe-like front-limbs. The deserts outside the city-state of Drax are said to hold many packs of wandering dune reapers. Dune reapers are known to lie in wait for many days along a caravan route just to find suitable prey. Because of their fearlessness and their tendency for fighting to the death when in search of food, they are especially prized in the gladiatorial arena. Perhaps the most disquieting features of the dune reaper are the eerie red luminescence of its eyes and the sickly sweet smell of decay that surrounds it. The reaper emits a howling wail that can frequently be heard across the barren deserts of Athas. The size, ferocity, and eerie appearance of the dune reaper make it a highly valued combatant in many Athasian arenas. Dune reapers will eat anything, even stone and sand (believed to aid in digestion) and will also turn on one another if living food supplies run out.

Dune reapers communicate through a combination of sound, motion and scent. To outsiders, this communication can often appear to be some sort of strange dance, accompanied by soft whirring chortles.

Close encounters with communicating dune reapers soon disabuse observers of such opinions, however.

Combat

Dune reapers will often lie in wait for days near caravan routes or game trails, secure in the instinctive knowledge that a meal will present itself sooner or later. Upon sensing prey, the dune reaper leaps out of the sand and attempts to impale their victims on their scythe-like limbs. They have also been known to resist magical attacks.

Fear Resistance (Ex): Because of their ruthlessness when in search of prey, dune reapers benefit from a +4 racial bonus on Will saves against fear effects.

Pounce (Ex): If a dune reaper charges, it can make a full attack, including two rake attacks.

Drones

Drones are the smallest and weakest of the dune reapers, often comprising two thirds of a pride. Possessed of only the most rudimentary intelligence, each drone is bonded by pheromones to a single warrior from birth and receives all orders and instructions from this warrior as part of that warrior's "clan". Should a controlling warrior die, the pride will turn on her clan of drones and destroy them. Orders given to a drone are followed slavishly by that drone. Any other warrior or drone interfering with such orders is attacked by a controlled drone until the interloper is dead. Only the matron can override orders given by a drone's controlling warrior without running the risk of attack.

Combat

Rake (Ex): Attack bonus +12 melee, damage 3d6+3.

Warriors

Warrior reapers are the sergeants of the pride and ensure that the orders of the matron are carried out. Warriors are assigned 2-5 drones that are bonded to them for life. A warrior and its drones are known as a "clan". If a drone dies, one is assigned to the warrior when a new one is born. If all of a warrior's clan dies, the matron will turn on the warrior and attempt to kill her.

Combat

After initial contact with an enemy, warrior reapers usually stand back and support the drones by using their innate psionic abilities. If overwhelmed, the warrior will flee and seek to summon reinforcements from the pride.

Psi-Like Abilities: At will –*cloud mind*, *concussion blast* (4d6*), *ego whip* (2d4, DC 12*), *inertial barrier*, *matter agitation*, *mindlink* (9 targets*), *psionic daze* (13 HD*), *tower of iron will* (2 rounds, PR 20). Manifester level 10th. The save DCs are Charisma-based.

*Includes augmentation for dune reaper's manifestor level.

Rake (Ex): Attack bonus +14 melee, damage 3d6+4.

Matrons

The matron of a pride is always the largest female warrior and has the duty of directing the pride in all of its actions. She decides when and where a specific clan will hunt and when the pride migrates from one hive to the other. Matrons are occasionally challenged for supremacy by other powerful warriors – this is the only way that one matron will yield power to another, short of death in combat with foes other than dune reapers. A dune reaper warrior who becomes a matron undergoes hormonally induced spurts of growth until she reaches her maximum hit point total.

	Dune Reaper, Drone Large Aberration	Dune Reaper, Warrior / Matron Large Aberration (Psionic)
Hit Dice:	8d8+24 (60 hp)	10d8+40 (85 hp; matron 120 hp)
Initiative:	+7	+6
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+6/+17	+7/+19
Attack:	Claw +12 melee (3d6+7)	Claw +14 melee (3d6+8)
Full Attack:	2 claws +12 melee (3d6+7) and bite +10 melee (1d8+3)	2 claws +14 melee (3d6+8) and bite +12 melee (2d6+4)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Pounce, rake 3d6+3	Pounce, psi-like abilities, rake 3d6+4
Special Qualities:	Darkvision 60 ft., fear resistance, spell resistance 13	Darkvision 60 ft., fear resistance, spell resistance 15
Saves:	Fort +5, Ref +5, Will +6	Fort +7, Ref +5, Will +7
Abilities:	Str 24, Dex 16, Con 16, Int 1, Wis 10, Cha 6	Str 26, Dex 15, Con 18, Int 3, Wis 10, Cha 8
Skills:	Hide+5, Jump+12	Hide +6, Jump+13
Feats:	Improved Initiative, Improved Natural Attack (claw), Multiattack	Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack
Environment:	Deserts	Deserts
Organization:	Pack (5-30)	Pack (5-30)
Challenge Rating:	6	7 (matron 8)
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-16 HD (Large); 19-24 HD (Huge)	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—	—

Combat

The matron of a pride has the same abilities and statistics as the warrior reapers, as she is simply the largest female in the pride, and her hit points are at their maximum as a consequence. A matron will only engage in combat if she believes that her pride is in danger.

Otherwise, she directs her warriors and their clans into battle and supports from a distance with her psionics. Matrons most often find themselves in conflict with warriors who seek to usurp her position in the pride.

Psi-Like Abilities: At will *—cloud mind, concussion blast (4d6*)*, *ego whip (2d4, DC 12*)*, *inertial barrier*, *matter agitation*, *mindlink (9 targets*)*, *psionic daze (13 HD*)*, *tower of iron will (2 rounds, PR 20)*. Manifest level 10th. The save DCs are Charisma-based.

*Includes augmentation for dune reaper's manifest level.

Dune Reaper Society

Dune reapers live in prides of up to 30 individuals. The prides follow a strict matriarchal hierarchy, with three distinct roles: the matron, the warriors and the drones. The matron and all warriors are female and the drones are male, with female dune reapers growing larger than their male counterparts and the oldest and most powerful female acting as the matron of the pride.

Dune reapers build subterranean nests out of a combination of sand and salival secretions. Each pride will have two such nests in its territory and spends half the year in one nest and the other half in the other. The nests are always located near a source of water for the pride. This water source also serves as the mating ground and pride hatchery. The matron will mate with a prospective male drone twice a year. Following mating, the matron kills the male and lays her eggs in his corpse. These hatch in two months, following which they join the pride. If an excess of warriors or drones has been hatched, the surplus hatchlings are killed to keep the pride in balance.

Dwarf

Dwarf, 1st-Level Warrior Medium Humanoid (Dwarf)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 13 (+3 studded leather), touch 10, flat-footed 13

Base Attack/Grapple: +1/+2

Attack: Bone battleaxe +2 melee (1d8/x3)

Full Attack: Bone battleaxe +2 melee (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Dwarven traits

Saves: Fort +4, Ref +0, Will -1

Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6

Skills: Climb +2, Jump -4, Listen +0, Spot +0

Feats: Weapon Focus (battleaxe)

Environment: Any

Organization: Solitary, team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains).

Challenge Rating: 1/2

Treasure: Standard coins; double goods; standard items

Alignment: Usually lawful good or lawful neutral

Advancement: By character class

A short, hairless humanoid with low, beetling brows and thick, sturdy limbs stands beneath the hot sun, his skin deeply tanned, his eyes watching you with steady appraisal.

The dwarves of the Tablelands stand 4 1/2 to 5 feet tall, with big muscular limbs and a strong build. They weigh on average 200 lbs. Dwarves can live up to 250 years. Dwarves are hairless and find the very idea of hair repulsive. They have deeply tanned skin and rarely decorate it with tattoos.

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Stubborn and strong-minded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason and will attempt to accomplish what are impossible tasks.

Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Combat

Dwarves usually attack with a more direct, head on approach to fighting.

Dwarf Traits (Ex):

- +2 **Constitution**, -2 **Charisma**: Dwarves are strong and sturdy, but their single-mindedness hinders them when dealing with others.
- **Medium**: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base speed is 20 feet.
- **Darkvision**: Dwarves can see in the dark up to 60 feet. **Darkvision** is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- +2 **racial bonus** on **saving throws** against poison.
- **Weapons Familiarity**: To dwarves, the urgrosh is treated as a martial rather than exotic weapon.
- +2 **racial bonus** on **saving throws** against spells and spell-like effects.
- +1 **morale bonus** on all checks directly related to their focus. This includes a skill bonus, an attack bonus, a damage bonus, or a **saving throw** bonus, or even a bonus to manifestation or spell **save DCs**.
- **Automatic Languages**: Common and Dwarven. Bonus languages: Elven, Giant, Gith, Pterran, Tarek, Thri-Kreen.
- **Favored Class**: Fighter

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

Eel, Fire

Dwarven Society

A dwarf's relation with others is often a function of his focus. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions. There is little room for compromise, though, with those that disagree with the dwarf's focus. If they hinder the dwarf, they are considered obstacles that must be removed. Community is important to the dwarves.

Dwarves have a very strong racial affinity. They rarely share their history with non-dwarves; it can take years for a stranger to gain enough trust to be admitted into a dwarven family circle.

Dwarves receive bonuses to their skill checks, saving throws, attack and damage when working to complete a task. The task must be directly related to the focus, however. For example, Grelak, protector of his dwarven community, chooses as a focus to retrieve a sacred book that was stolen in a raid. After a week of gathering clues, he sets out to retrieve the artifact from its current possessor, who hides in Outpost 51, a two-week journey. On the way to the outpost, he encounters a wild lirr; while battling his foe he receives his bonuses. However, Grelak stops in Nibenay for some rest, and gets in a brawl. He doesn't receive his bonuses, as he isn't actively pursuing his focus.

Dwarves tend towards a lawful alignment, with most members either good or neutral. Their devotion to following the established hierarchy in their village means they tend to follow the rules, sometimes to the point of ridicule.

There are three main dwarven settlements in the Tablelands: Kled, located near the city-state of Tyr, and the twin villages of North and South Ledopolus located in the southwestern edge of the Tablelands. Some dwarven communities have developed in the city-states and in some small villages, while other dwarves have taken up residence with the slave tribes of the wastes.

Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the *uhrnomus*. Dwarves typically worship elemental earth. Fire is sometimes worshiped for its destructive power and water for its healing nature. Air's intangibility and chaotic nature attracts few dwarven worshippers. Dwarven druids are unusual and tend to take a guarded land and become grove masters.

Like almost everything that they do, dwarves take to psionics with a vengeance. They make formidable egoists and nomads.

Like most peoples, dwarves have an aversion to wizardly magic, and they are the least amenable to changing their minds about anything. Dwarves rarely take to the wizardly arts; the few that do are usually shunned from respectable dwarven society. Some dwarves will travel with a wizard who proves himself a worthy companion, but few dwarves will truly ever trust a wizard.

Dwarves have a long and proud oral history. They have an old written language, but this is mostly used for writing histories. Dwarves will not teach their ancient language to outsiders; they prefer to keep that knowledge to themselves. The dwarven language is deep and throaty, composed of many guttural sounds and harsh exclamations. Most non-dwarves get raw throats if they try to speak dwarven for more than a few hours.

Medium Magical Beast

Hit Dice: 8d10+16 (60 hp)

Initiative: +6

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

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +8/+13

Attacks: Bite +13 melee (3d8+5)

Full Attack: Bite +13 (3d8+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

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

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

Abilities: Str 20, Dex 15, Con 14, Int 2, Wis 10, Cha 4

Skills: Hide +6*, Listen+4, Move Silently +5, Spot+4

Feats: Ability Focus (breath weapon), Alertness, Improved Initiative

Environment: Deserts

Organization: Solitary, or school (1-6)

Challenge Rating: 5

Alignment: Always neutral

Advancement: 9-18 HD (Medium), 19-27 HD (Large)

Level Adjustment: —

You see a six-foot long, fish-like snake burrowing through the sand with aggressive motions.

A fire eel is a serpentine creature that burrows through the sand living a solitary life, constantly on the lookout for prey. It can, at will, breathe a stream of fire at its victim.

Combat

The favorite mode of a fire eel's attack is to burrow near an intended victim and breathe fire on it upon rising to the surface. Should the victim survive the initial attack, the eel will plunge back into the sand to attack from a different point.

Breath Weapon (Su): 10-foot cone, every 1d3 rounds, damage 6d6 fire, Reflex DC 18 half. The save DC is Constitution-based.

***Skills:** Fire eels gain a +10 bonus on Hide checks when attempting to hide in the sand.

Elemental Beast

Elemental beasts are a species of elemental that, on their home planes, fulfill the roles of predators, scavengers and hunters of weaker beasts. They are perfectly in tune with their home element and are prized by the intelligent residents of those planes as guards, hunters and trackers, as they are able to detect elemental impurities and the presence of other elements with great ease and precision.

The elemental beasts' natural abilities make them even more prized on the Material Plane, but at a cost to the elemental beasts themselves. On their home planes, elemental beasts are composed of utterly pure elemental force. When summoned to the Material Plane, elemental beasts are forced to take on forms that incorporate less pure forms of their elements. This causes them constant pain and can lead to berserk rage, panic or the death of

the elemental beast concerned. Consult the individual monster descriptions for more detail.

However, it is this same increased sensitivity to elemental impurities that makes elemental beasts such excellent trackers on the Prime Plane – they literally feel every impurity for miles around like a barb in their senses. With careful handling, however, they make trackers to rival even cilopses.

The minds of elemental beasts are strange, alien things, and psions have reported little success in establishing meaningful contact with them. Sorcery is the preferred method of interaction with an elemental beast as psionic contact usually leads to delirium and coma for the telepath.

Each elemental beast can be summoned using a *summon monster VI* or *summon nature's ally VI* spell. In addition to the listed material components, the summoning of an elemental beast also requires an amount of the beast's parent element of size Huge or greater.

Combat

Elemental beasts share the following abilities.

Elemental Rage (Ex): When an elemental beast experiences conditions adverse to its nature, it feels intense agony. Unless it makes a successful *Will save* (DC 13), it enters a berserk rage for 1d8 rounds, attacking all creatures within sight until the rage passes. While berserk, the elemental beast receives +4 *Str*, +4 *Con* and a +2 *morale bonus* on *Will saves*, but suffers a –2 penalty to *AC*. The elemental beast cannot use its *Search* skill while berserk. See the individual descriptions for the conditions that cause an elemental beast to rage.

Psionic Shield (Su): The mind of an elemental beast is alien and virtually impossible to understand through psionic contact. Anyone attempting to make psionic contact with the mind of an elemental beast must make a *Will save* (DC 14). Failure means that the individual attempting contact is dazed for 3d6 rounds, during which

he babbles and rants incoherently. This is followed by a period of coma, lasting 3d10 hours. Upon waking, the character remembers nothing of his interaction with the elemental beast. A successful *save* allows communication as normal. The save DC is *Wisdom*-based.

Air Elemental Beast

A harsh, howling wind shrieks about you, driving the desert sands into a whirling cloud. At its heart, only visible because of the sand it displaces, is the shape of a monstrous fanged skull, taller than a man, keeping itself aloft with great sweeps of membranous wings that protrude from the rear of the head.

The air elemental beast is a flying predator that uses its speed and agility to outrun and out-maneuver its prey. Continually invisible, the air elemental beast's natural form is that of a winged skull eight feet across, a form which can sometime be glimpsed as the creature stirs up dust and sand. Only a telltale shine from its eyes gives any clue to its presence when the creature is motionless, however.

Combat

One its home plane, the air elemental beast relies solely upon its bite, but its understanding of elemental interaction gives it a fierce cunning when it comes to the Material Plane. There, its favored tactic is to grab targets and then fly to a great height before dropping them to their deaths.

When combating other airborne opponents, the air elemental beast will again attempt to grapple, and then hurl its target into a cliff, tree or similar obstacle, relying on its own agility to dart to safety at the last moment.

If an air elemental beast absorbs a body of sand or dust of Medium size or greater, or enters an area where there is a similar amount of airborne sand or dust, it is wracked

	Air Elemental Beast Large Elemental (Air, Extraplanar)	Earth Elemental Beast Large Elemental (Earth, Extraplanar)
Hit Dice:	8d8+32 (68 hp)	8d8+32 (68 hp)
Initiative:	+11	+0
Speed:	Fly 100 ft. (perfect) (20 squares)	30 ft. (6 squares), burrow 20 ft. (4 squares)
Armor Class:	21 (-1 size, +7 Dex, +5 natural), touch 16, flat-footed 14	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+6/+20*	+6/+25*
Attack:	Bite +12 melee (1d8+3)	Bite +12 melee (2d6+7)
Full Attack:	Bite +12 melee (1d8+3)	Bite +12 melee (2d6+7) and tail slap +7 melee (1d6+3 plus stun)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Air mastery, elemental rage, improved grab	Earth mastery, elemental rage, improved grab, stun
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, natural invisibility, psionic shield, scent, spell alterations	Damage reduction 5/—, darkvision 60 ft., earth glide, elemental traits, psionic shield, scent, spell alterations
Saves:	Fort +6, Ref +13, Will +2	Fort +10, Ref +2, Will +2
Abilities:	Str 15, Dex 24, Con 18, Int 4, Wis 10, Cha 10	Str 24, Dex 10, Con 19, Int 4, Wis 10, Cha 10
Skills:	Search +18, Spot +19, Survival +19	Search +18, Spot +19, Survival +19
Feats:	Flyby Attack, Improved Initiative(B), Track, Weapon Finesse(B), Wingover	Improved Bull Rush, Improved Natural Attack (bite), Power Attack
Environment	Elemental Plane of Air	Elemental Plane of Earth
Organization:	Solitary	Solitary
Challenge Rating:	6	6
Treasure:	Standard	Standard plus 150% gems
Alignment:	Usually neutral	Usually neutral
Advancement:	9-16 (Huge)	9-16 (Huge)
Level Adjustment:	—	—

by agony and could enter a berserk rage, attacking all within range until the fury passes.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental beast.

Elemental Rage (Ex): When an air elemental beast absorbs or enters an area containing an airborne amount of dust, silt or sand of size Medium or larger, it is wracked by agony.

Improved Grab (Ex): To use this ability, the air elemental beast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. *Air elemental beasts receive a +8 racial bonus on grapple checks.

Natural Invisibility (Su): This ability is constant, allowing an air elemental beast to remain invisible even when attacking. This ability is inherent and is not subject to an *invisibility purge* spell. A cloud of dust makes the air elemental beast visible, but it still has concealment.

Spell Alterations (Ex): If *control weather* is cast on an air elemental beast, the creature takes 8d8 points of damage (*Fortitude save* for half). If *gust of wind* is cast on an air elemental beast, for the next 1d4 rounds it receives +2 Hit Dice. This gives the creature 2d8+8 temporary hit points (average 17) and a +1 bonus on attack rolls and saves. However, the creature must make an immediate Will save (DC 18) or fly into an *elemental rage* (see above) from the pain caused by the impurity of the *gust of wind* spell.

Skills (Ex): Air elemental beasts receive a +16 racial bonus on Search, Spot, and Survival checks.

Earth Elemental Beast

What at first appeared to be a large lizard of some sort is now revealed to be a crocodilian beast composed entirely of earth and stone. With sinews of rock, muscles of granite and jagged fangs of obsidian jutting from a misshapen head, the creature gouges the earth with its writhing tail, lashing to and from with frightening force. Its four great limbs end in petrified talons, and a rumble like distant thunder emerges from its maw.

An aggressive omnivore that can subsist on gems and ores as well as it can on other living creatures, the earth elemental beast looks much like a large lizard from a distance. Covered in rocky spines, it makes a fearsome guard and resilient hunter and is often summoned to Athas for its natural affinity for the sand and earth that covers so much of the globe.

On their home plane, the earth elemental beasts are often hunted by the elemental race known as the dao. As the dao are not caring masters, it is not unknown for summoned earth elemental beasts to be grateful to their unwitting liberators. An earth elemental beast is eight feet long and weighs 1000 pounds.

Combat

The earth elemental beast possesses a savage set of jaws, lined with razor-sharp teeth of jagged rock. It will use these to bite, grab and chew opponents when possible. If threatened with multiple opponents, the beast will seek to use its tail to swat them into submission so that it can feed in peace.

	Fire Elemental Beast Large Elemental (Fire, Extraplanar)	Water Elemental Beast Diminutive Elemental (Water, Extraplanar) (Swarm)
Hit Dice:	8d8+24 (60 hp)	7d8 (31 hp)
Initiative:	+10	+7
Speed:	50 ft. (10 squares)	10 ft. (2 squares), swim 50 ft., fly 50 ft. (average)
Armor Class:	19 (-1 size, +6 Dex, +4 natural), touch 15, flat-footed 13	21 (+4 size, +3 Dex, +4 natural), touch 17, flat-footed 18
Base Attack/Grapple:	+6/+12	+5/—
Attack:	Bite +11 melee (2d6+2 plus 1d6 fire)	Swarm (2d6)
Full Attack:	Bite +11 melee (2d6+2 plus 1d6 fire) and 2 claws +9 melee (1d6+1 plus 1d6 fire)	Swarm (2d6)
Space/Reach:	10 ft./5 ft.	10 ft./0 ft.
Special Attacks:	Breath weapon, burn, elemental rage, improved grab, pounce, rake 1d6+1	Distraction, drench, elemental rage, suffocate, water mastery
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, psionic shield, scent, spell alterations, vulnerability to cold	Damage reduction 5/—, darkvision 60 ft., elemental traits, hive mind, immune to weapon damage, natural invisibility, psionic shield, vulnerability to fire, water-bound
Saves:	Fort +5, Ref +12, Will +2	Fort +5, Ref +5, Will +2
Abilities:	Str 14, Dex 22, Con 16, Int 4, Wis 10, Cha 10	Str 2 Dex 16 Con 11, Int 4, Wis 10, Cha 10
Skills:	Search +18, Spot +19, Survival +19	Search +17, Spot +19, Survival +19, Swim +4
Feats:	Ability Focus (breath weapon), Improved Initiative(B), Improved Natural Attack (bite), Multiattack, Weapon Finesse(B)	Ability Focus (distraction), Ability Focus (suffocation), Improved Initiative(B), Weapon Finesse
Environment	Elemental Plane of Fire	Elemental Plane of Water
Organization:	Solitary	Solitary, School (2-5 swarms)
Challenge Rating:	6	5
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	9-16 (Huge)	—
Level Adjustment:	—	—

Earth elemental beasts can also direct their attacks against structures, and their ability to bypass any earthen barrier makes them especially good siege breakers.

Earth Glide (Ex): An earth elemental beast can glide through stone, dirt, or almost any other sort of earth except metal as easily as a silt horror swims through silt. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earth Mastery (Ex): An earth elemental beast gains a +1 to all attacks and damage rolls if both it and its target are touching the ground. If an opponent is airborne or waterborne, the earth elemental beast takes a -4 penalty on all attacks and damage rolls.

Elemental Rage (Ex): If an earth elemental beast ever breaks contact with the ground (through *fly*, *levitate* or some other effect) or is forced into water, it is wracked by agony.

Improved Grab (Ex): To use this ability, the earth elemental beast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. *Earth elemental beasts receive a +8 racial bonus to all grapple checks

Spell Alterations (Ex): If *earthquake* is cast on an earth elemental beast as a touch attack, the creature takes 8d8 points of damage (*Fortitude save* half). If *transmute rock to mud* is cast on an earth elemental beast, for the next 1d4 rounds it is treated as being under the effects of a *slow* spell (*Will save* negates). A *move earth* spell cast on an area containing a burrowing earth elemental beast flings the elemental back 30 feet, *stunning* the creature for 1 round unless it succeeds on a DC 15 *Fortitude save*.

Stun (Ex): A creature struck by the earth elemental beast's tail must make a *Fortitude save* (DC 21) or be stunned 1d6 rounds from the impact. The save DC is *Strength*-based.

Skills (Ex): Earth elemental beasts receive a +16 racial bonus to all *Search*, *Spot* and *Survival* checks.

Fire Elemental Beast

In motion this creature resembles nothing so much as a fireball – a streaking sphere of blazing flame. When it comes to a halt, however, you see that it is actually a panther-like beast composed entirely of flickering tongues of flame that ripple like muscles beneath hide. Coal-black eyes glare from beneath a flaring mane, there is a brief glimmer of bright fang, and then it is off again, trailing incandescent devastation in its wake.

The fire elemental beast is a swift, mercurial creature that, while beautiful to behold, can wreak utter destruction on a settlement in mere minutes. On its home plane, the beast fills a predatorial niche not unlike that of Athas' tigrone, but when brought to the Prime Plane it suffers perhaps more than its other elemental cousins.

Without the constant presence of elemental fire, the fire beast suffers ravening anguish and gnawing hunger. Mundane fire will nourish it, but is likely to provoke a feeding frenzy, and while the creature can survive on combustible materials, this diet will not preserve its life for long.

A fire elemental beast is eight feet long and weighs 3 pounds.

Combat

A fire elemental beast uses its speed and incandescent nature to its best advantage during combat. A common tactic is for the creature to rush about at great velocity, igniting whatever combustible material it can. It then waits amidst the flames for its foes to come to it, launching into a ferocious combination of burning claws and bite and searing breath.

Breath Weapon (Su): 10-ft. cone, damage 2d8 fire, *Reflex DC* 17. The *save DC* is *Constitution*-based.

Burn (Ex): A fire elemental beast's attacks deal additional fire damage from the elemental beast's flaming body. Those hit by a fire elemental beast's attacks also must succeed on a *Reflex save* (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The *save DC* is *Constitution*-based. Creatures hitting a fire elemental beast with natural weapons or unarmed attacks take fire damage as though hit by the elemental beast's attack, and also catch on fire unless they succeed on a *Reflex save*.

Elemental Rage (Ex): When a fire elemental beast is forced to eat or come into contact with nonmagical fire, it is wracked by agony.

Improved Grab (Ex): To use this ability, the fire elemental beast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pounce (Ex): If a fire elemental beast charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d6+1.

Spell Alterations (Ex): If a fire elemental beast is the target of any spell with the water descriptor, it takes 1d8 points of damage per caster level (*Fortitude save* for half damage).

Skills (Ex): Earth elemental beasts receive a +16 racial bonus to all *Search*, *Spot* and *Survival* checks.

Water Elemental Beast

A swarm of foot-long beasts resembling piranhas with four gleaming eyes and membranous wings folding back from their bodies. They swirl through the air as easily as they do through water, their long thin fangs snapping in anticipation of the attack.

Water elemental beasts are the smallest of their kind but can be among the most dangerous due to the fact that they live and move as a single, swarming entity. Composed entirely of rippling water of variegated hues, they take savage, piscine forms. They are most at home in water, but they have the ability to leave their parent element and fly for short periods of time.

On their home plane they are often domesticated by the marid race but they are also infrequently summoned to Athas. Despite their usefulness, they do not fare well on Athas, due to the scarcity of their parent element.

Each individual beast is between nine and twelve inches in length, weighing just under a pound.

Combat

Water elemental beasts attack in a swarming mass, biting with their razor sharp teeth in a feeding frenzy. The creatures are most comfortable when submerged in water, but can emerge and fly for short distances. It flies in short hops of up to 20 feet in length and is forced to land between hops

When airborne, the water elemental beast swarm adopts a more frightening tactic and actively attempts to clog the airways of its target with its watery form. Typically, the swarm will attempt to suffocate air-breathing targets and then devour their bodies in waves, returning to nearby water to refresh between courses.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 15 Fortitude save or be *nauseated* for one round. The save DC is Constitution-based.

Drench (Ex): The water elemental beast swarm's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Medium size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals water elemental beast's HD).

Elemental Rage (Ex): When a water elemental beast leaves a body of water for more than three rounds, it is wracked by agony.

Hive Mind (Ex): Any swarm of water elemental beasts with at least 1 hit point per Hit Die (or 7 hit points, for a standard water elemental beast swarm) forms a hive mind, giving it an Intelligence of 4. When a water elemental beast swarm is reduced below this hit point threshold, it becomes mindless.

Natural Invisibility (Su): This ability is constant while the creature is submerged in water, allowing a water elemental beast to remain invisible even when attacking. This ability is inherent and is not subject to an *invisibility purge* spell. Leaving the water makes the water elemental beast visible.

Suffocate (Ex): Any living creature of size Tiny or larger that begins its turn with a swarm in its square must succeed on a DC 15 Fortitude save or suffer an additional 2d6 points of nonlethal damage as the swarm attempts to block the target's airways. The save DC is Constitution-based.

Water Mastery (Ex): A water elemental beast gains a +1 bonus on damage rolls if both it and its opponent are touching water. If the opponent or the water elemental beast is touching the ground, the water elemental beast takes a -4 penalty on damage rolls. (These modifiers are not included in the statistics block.)

Skills (Ex): A water elemental beast has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Water elemental beasts receive a +16 racial bonus to all Search, Spot and Survival checks.

Elf

Elf, 1st Level Warrior Medium Humanoid (Elf)

Hit Dice: 1d8 (4 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Bone longsword +1 melee (1d8-1/19-20) or longbow +3 ranged (1d8/x3)

Full Attack: Bone longsword +1 melee (1d8-1/19-20) or longbow +3 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Elf traits

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

Abilities: Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 8

Skills: Appraise +1, Bluff +0, Hide +3, Listen +1, Move Silently +3, Perform (any) +1, Search +2, Spot +1

Feats: Improved Initiative

Environment: Any

Organization: Solitary, Tribe (11-30 plus 1 cleric of 3rd-5th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: —

You see a tall, long-limbed humanoid with tanned skin, pointed ears and imperious arched brows. She gives you a cursory, almost contemptuous glance, and then she is off, running at an incredible pace through the sand.

Athas' deserts, plains, steppes and badlands are home to the elves, a long-limbed race of trading, raiding, thieving sprinters. While traveling across the wastes, one often encounters whole tribes of elves running swiftly across the sands like a desert wind. The average elf can run at a pace that shames the fastest human sprinter. Running is key to acceptance and respect in the tribe: an elf is only considered an adolescent when she learns to run with the tribe. Characters who are injured and cannot run are also deprived of the right to participate in tribal decisions.

Elves prefer to lead short, happy lives rather than long, boring ones. Elves tend to see the future as a dark, deadly place. They prefer to live in "the now," striving to extract every possible enjoyment out of each passing moment. They thrive in free, open spaces and tend to wither in captivity. Elven tribes make a living either through herding, raiding or trading and most tribes have at one time or another plied their hand at all three of these occupations.

Elves stand between 6 and 7 feet tall, with lean builds, angular, deeply etched features, and no facial hair. Their skin is usually rugged from the baking sun and the scouring sand, but their skin and hair color varies as that of other Athasian races. They dress in garb designed to protect them from the desert and elements.

Combat

Elves use their Hide and Move Silently skills to ambush enemies rather than meet them head on. Most elves employ bone longswords or longbows in combat situations.

Elf Traits (Ex):

- +2 Dexterity, -2 Constitution. Elves are agile, but less resilient than humans.
- Medium: As Medium creatures, elves have no special bonuses of penalties due to their size.
- Elven base land speed is 40 feet.
- Low-light vision: Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Proficient with all bows.
- Weapon Familiarity: Elven Longblade. All elves treat the elven longblade as a martial weapon.
- +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.
- Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat

of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG Chapter 8 Glossary under The Environment for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.

- After a minute of warm-up and a **Concentration** check (DC 10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that elves continue the elf run, they must make additional **Concentration** skill checks to maintain their elf run state: A trivial check (DC 10) on the second day, an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails a Concentration skill check, he loses elf run benefits and suffers normal penalties for extended hustling and running as described in chapter 9 of the Player's Handbook. After a full day's rest, the elf may attempt again to induce an elf run state. With a group of elves, runners add their leader's **Charisma** bonus both to their movement rate and to any **Fortitude** checks related to movement.
- Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Gith, Jozhal, Pterran, Scrab, Slig, Tari and Thri-Kreen.
- Favored Class: Rogue.

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

Elven Society

Elves have little love of creatures outside their tribe. Within a given tribe, all elves are brethren, but outsiders - even other elves - are regarded as potential enemies. Outsiders can be accepted and perhaps even become friends, but trust takes time to develop and is often associated with tests and great sacrifice. If someone claims to be the elf's friend, and if the elf believes that the would-be friend might make a worthy companion, the elf must first fabricate a series of "tests" of trust that allow the companion to prove that their friendship is "stronger than the bonds of death," as elves say. Once an outsider has gained an elf's trust, he is forever that elf's friend.

If this trust is ever betrayed, it is gone forever. The elven drive for revenge is legendary. A dwarven sage once remarked that the only creature on Athas that can outmatch a dwarf's focus is an elf bent on revenge.

Other races see elves as lazy; in most ways this is a fair assessment, but in a few key respects it is far too simplistic. Elves do work, in fact in some respects they work harder than other peoples. They put as much labor into hunting and foraging as other races put into their fields. While elves reject most forms of hard labor, they dedicate uncounted hours and remarkable patience and focus while haggling and negotiating with potential customers. While elves can idle around their time for days until compelled by need to exert themselves, they can run for days without complaint. No self-respecting elf will consent to ride an animal. To do so is dishonorable unless wounded and near death. Elven custom dictates that individuals keep up or be left behind.

Elves that show psionic talent are encouraged to develop their powers in order to best use them for the benefit of the tribe, but elven attitudes preclude them from developing anything as formal as a school or

monastery. Elves rarely have the patience to take up formal study of psionics, and elven psychologists are particularly rare. To fill the gap, elven tribal psions teach young psionic elves how to harness their developing abilities. Elves that are most serious about psionics sometimes leave their tribes in search for more dedicated teachers. Those who voluntarily reject their tribal affiliation take up plain brown wrappings to signify this decision, showing all they meet that they are elves without a tribe.

Their acceptance of the arcane makes elves the most likely race to practice wizardry or deal in illicit spell components. Many elven wizards tend towards defiling magic, because as nomads they are less afflicted by the tortured land.

Elves of Athas share a common language and can communicate easily with each other, although each tribe has its own distinct dialect. Many tribes also develop a secret language of codes or hand signs that allows them to pass secret messages to each other while passing through a crowd of outsiders. Tribes that specialize in theft and smuggling tend to develop the more advanced sign languages; these tribes are also the most cult-like and least open to outsiders.

Elven speech runs in rapid staccatos, even when speaking Common. Elven voices have a greater range of pitch than those of other humanoid races, and elves have a natural inclination towards all sorts of music.

Feylaar

Large Monstrous Humanoid (Psionic)

Hit Dice: 7d8+7 (38 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +7/+22*

Attack: Slam +9 melee (1d6+3)

Full Attack: 4 slams +9 melee (1d6+3) and bite +7 melee (1d8+1)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 1d6+3, *death field*, improved grab, psi-like abilities

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +7, Will +5

Abilities: Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 9

Skills: Climb +16, Jump +8, Psicraft +6, Search +6, Spot +5, Survival +5

Feats: Ability Focus (*death field*), Improved Initiative, Multiattack

Environment: Forests

Organization: Family (1-4) or clan (3-6 families)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +4

A lumbering, four-armed ape with a pronounced bony plate over its forehead, this creature stands a foot taller than a full elf and ripples with muscles beneath its furry hide. Long quills run the length of its spine, with an extra pair flaring backwards from the creature's cheekbones and you see broad yellow fangs in the beast's wide mouth. Its fur is brown, with amber highlights, the flesh of its face

and bare chest is a dull grey and the quills are a glossy black.

Feylaars are a race of psionic apes inhabiting the deep forests of Athas. Intelligent and omnivorous, they live simple lives in harmony with the surrounding woodlands and have little to do with the outside world. In the past attempts have been made to domesticate them as slaves, but their native intelligence, combined with impressive psionic powers, doomed such efforts to failure.

Feylaars have an affinity for telepathy and psychometabolism and most of their powers come from these disciplines. They are sometimes sought out by more civilized races as mentors for the unfettered wisdom that they can offer. Feylaars are fiercely independent creatures and make idiosyncratic, if extremely talented teachers.

Feylaars speak their own language and that of the forest halflings.

The average adult feybaar is eight feet tall and weighs 500 pounds.

Combat

Feylaars are intelligent and dangerous opponents who make full use of their psionic powers to defeat their foes. If able, they prefer to strike from ambush, using their *chameleon* or *invisibility* power to attack unseen. In battle, they use *displacement* and *dimension door* where appropriate to outmaneuver and flank their enemies, resorting to their terrible *death field* ability when faced with defeat.

Once they close with a target, feylaars strike with a hammering series of blows, followed with a ripping bite. They will grapple if possible and crush their targets into submission, using powers like *psychic vampire* and *inflict pain* to exacerbate their attacks.

Constrict (Ex): A feybaar deals 1d6+3 points of damage with a successful grapple check.

Death Field (Ps): This innate psionic power may be used 3 times per day. When activated, the feybaar sacrifices a number of *hit points*, up to its current total. All creatures within 20 feet must make a successful *Fortitude save* (DC 12) or suffer negative energy damage equal to the amount of *hit points* sacrificed by the feybaar. A successful *save* negates this damage. Death field is the equivalent of a 3rd-level psionic power. The *save DC* is *Charisma*-based.

Improved Grab (Ex): If it successfully strikes with its slam attack, the feybaar may initiate a grapple attempt as a free action without provoking an attack of opportunity. *A feybaar has a +8 *racial bonus* on grapple checks.

Psi-Like Abilities: 3/day – *body adjustment* (2d12*), *chameleon*, *cloud mind* (DC 11), *conceal thoughts*, *ecoplasmic form*, *false sensory input* (2 targets, DC 12*), *id insinuation* (3 targets, DC 13*), *mindlink* (unwilling targets, 2 targets, DC 10*), *psionic dimension door*, *psionic dominate* (DC 13*), *psychic vampire* (DC 13). Manifest level 7th. The *save DCs* are *Charisma*-based.

*Includes augmentation for the feybaar's manifest level.

Skills (Ex): The feybaar receives a +8 *racial bonus* on *Climb* checks.

Feybaar Society

Feylaars dwell in small family groups deep within the remaining Athasian rainforests. They mate for life, and the females will bear new young every two to three years,

following a nine month gestation period. The young are reared by their parents until they reach maturity eight years later. Feylaars live as long as 45 years.

From time to time, families will group together to form small clans, but clan allegiance is tenuous at best. They have a loose culture, chiefly composed of oral legends and traditions, passed down from generation to generation and from clan to clan at their seasonal meetings in the deep glades.

Their numbers suggest that the feylaars have been around for quite some time. Rumors from east of the Ringing Mountains hold that the first feylaars were created by a sorcerer-king to fight in his armies. The feylaars proved too proud and too hard to contain, however, and they were banished to beyond the mountains.

The feylaars themselves claim that they have always dwelled in the forests of the Ringing Mountains and state that they raised themselves from their bestial pasts of their own volition, through their burgeoning psionic abilities. They gave themselves four arms through psychometabolic manipulation and enhanced their brains to improve their telepathic powers. Feybaar legends do not, however, speak of the techniques used by the feybaar progenitors to effect these improvements, and this tale, like most concerning the species' origins, must be regarded with skepticism at best.

Feybaar as Characters

Their natural skills with psionics make the study of the Way the most logical choice for feybaar characters. Their great *Strength* and multiple limbs, combined with good *BAB*, however, can allow feylaars to develop into fighters capable of rivaling the kreen in their skill.

Feybaar characters possess the following racial traits.

- +6 *Str*, +4 *Dex*, +2 *Con*, +2 *Int*, -2 *Cha*
- Large size. -1 penalty to *Armor Class*, -1 penalty on attack rolls, -4 penalty on *Hide* checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- A feybaar's base land speed is 30 feet.
- *Darkvision* out to 60 feet.
- **Racial Hit Dice:** A feybaar begins with 7 levels of *Monstrous Humanoid*, which provide 7d8 *Hit Dice*, a base attack bonus of +7, and base saving throw bonuses of *Fort* +2, *Ref* +5 and *Will* +5.
- **Racial Skills:** A feybaar's *Monstrous Humanoid* levels give it skill points equal to 10 x (2 + *Int* modifier). Its class skills are *Climb*, *Craft (any)*, *Jump*, *Psicraft*, *Search*, *Spot* and *Survival*.
- A feybaar's *Monstrous Humanoid* levels give it three feats.
- +3 *natural armor bonus*.
- **Natural Weapons:** 4 claws (1d6) and bite (1d8).
- **Special Attacks** (see above): *Constrict*, *death field*, *improved grab*, *psionics*.
- **Automatic Languages:** Feybaar. **Bonus Languages:** Aarakocran, Common, Halfling.
- **Favored Class:** Psion.
- **Level Adjustment:** +4.

Flailer

Large Magical Beast (Psionic)

Hit Dice: 6d10+18 (51 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18

Base Attack/Grapple: +6/+14

Attack: Claw +9 melee (1d6+4)

Full Attack: 2 claws +9 melee (1d6+4) and bite +7 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psi-like abilities, rake 1d6+4

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

Saves: Fort +8, Ref +6, Will +1

Abilities: Str 18, Dex 12, Con 16, Int 9, Wis 9, Cha 9

Skills: Hide +5, Listen +2, Spot +2

Feats: Cleave, Multiattack, Power Attack

Environment: Stony barrens

Organization: Solitary

Challenge Rating: 5

Alignment: Always neutral

Advancement: 7-12 HD (Huge); 13-18 HD (Gargantuan)

Level Adjustment: —

This creature appears to be some species of giant tortoise, except for the fact that it is a hexaped. Its shell structure and markings resemble strata of rock, making its contours hard to define against the terrain.

Flailers are solitary creatures that live in rocky terrain. They are psionic carnivores that lie in wait for prey to approach before attacking.

Flailers resemble giant tortoises, though with six legs instead of four. Flailers can hide in rocky terrain very easily thanks to their rocklike shells.

Combat

Flailers generally wait until suitable prey approaches close enough to be attacked. Because of its natural camouflage, a flailer will usually wait for its victim to pass by so that it may attack from behind. When they attack, flailers do so with their two frontal limbs, followed by their bite. The hard, tortoise-like shell of a flailer provides excellent defense against attacks. Flailers also boast powerful psionic abilities. Like many psionic creatures of Athas, flailers have natural psionic defenses.

Psi-Like Abilities: 3/day-*aura sight* (DC 65 ft.), *body ecoplasmic form*, *equilibrium*, *chameleon*, *danger sense*, *precognition*, *recall agony* (4d6, DC 12*). Manifester level 10th. The save DCs are Charisma-based.

*Includes augmentation for the flailer's manifestor level.

Rake (Ex): If a flailer hits with both claw attacks, it can make two rake attacks with its second set of limbs. Attack bonus +9, damage 1d6+4.

Skills: Flailers have a +5 racial bonus on Hide checks.

Floater

Small Aberration (Psionic)

Hit Dice: 3d8 (13 hp)

Initiative: +3

Speed: Fly 30 ft. (good)

Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/-4

Attack: Tentacle +1 melee (1d4-2 plus poison)

Full Attack: 6 tentacles +1 melee (1d4-2 plus poison)

Space/Reach: 5 ft./10 ft.

Special Attacks: Explosive gases, poison, psi-like abilities

Special Qualities: Darkvision 60 ft., vulnerability to fire

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 7, Dex 16, Con 11, Int 7, Wis 10, Cha 14

Skills: Hide +8*, Listen +2, Spot +3

Feats: Ability Focus (poison), Hover

Environment: Silt

Organization: Troupe (2-8)

Challenge Rating: 2

Alignment: Neutral

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

This bobbing curiosity appears much like a jellyfish, with a round, bulbous, translucent body and six tentacles hanging beneath. It floats above the silt, seeming to drift on the wind itself.

Floaters are a kind of levitating jellyfish. They float around the Sea of Silt, looking for food, but they are sometimes found inland. They have 6 tentacles filled with poison pods they use to paralyze their prey. They have a small spread of psionic powers which the creatures sometimes boost by eating large amounts of esperweed.

These small creatures have a round, bulbous and translucent body, mostly made of a gelatinous substance. They are herbivores, not hunting any animals and only fighting when cornered. They live in nests which they build in the mudflats located at the edge of the Sea of Silt. A floater's single offspring is reared in the nests and brought food by the mother floater. The nests also provide protection from razorwings, who are the floaters' chief enemies.

A floater's body is filled with hydrogen, helping it to float around the Sea of Silt. The gas is produced by a floater's internal glands, which convert food into hydrogen in quantities sufficient to keep the creature floating. Males of the species generally have a reddish tint to them, while females are more often tan or yellowish in color. Floaters boast no useable byproducts, though many researchers have tried to make use of the gas-producing glands of this creature as a source of flammable gas. None has met with any success.

Combat

Floaters use their tentacles and numerous psionic powers to disable and defeat their attackers. As floaters are mostly composed of hydrogen, they are especially susceptible to fire attacks. Any fire attack against a floater runs the risk of causing the creature to explode.

Explosive Gases (Ex): A floater that takes fire damage must make a Fortitude save (DC equals 10 + damage dealt) or explode, dealing 1d8 points of damage to each

target within a 5-ft. radius (Reflex half DC 11). The save DC is Constitution-based.

Poison (Ex): Injury, *Fortitude* save (DC 13), initial damage paralysis for 2d6 minutes, secondary damage none. The save DC is Constitution-based.

Psi-Like Abilities: At will – *aversion* (DC 14), *chameleon*, *displacement*, *dissolving touch*, *inflict pain* (DC 14), *inertial armor* (+5 bonus*). Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the floater's manifest level.

***Skills:** Floaters get a +10 *Hide* bonus while in the Sea of Silt.

Fordorran

Large Magical Beast (Psionic)

Hit Dice: 5d10+10 (37 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +5/+13

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

Full Attack: 2 claws +8 melee (1d6+4) and bite +3 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Immunities, poison, psionics

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

Saves: Fort +6, Ref +3, Will +0

Abilities: Str 18, Dex 8, Con 14, Int 6, Wis 8, Cha 6

Skills: Hide +7, Spot +3

Feats: Ability Focus (poison), Improved Natural Armor

Environment: Silt

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 6-10 (Large)

Level Adjustment: —

A lumbering reptilian beast with segmented armor like that of an armadillo, this creature sports a trio of long, slender horns sprouting from its bony brow. It heaves itself about on four clawed limbs with great difficulty, rolling into a protective ball at any sign of danger. As you draw closer to the beast, you are almost overcome by a horrendous stench that seems to emanate from the thing.

The fordorran is a revolting creature that inhabits areas adjacent to the Silt Sea or inland silt basins. Although it possesses a well-developed selection of psionics, these cater mainly to the creature's hunting habits, and it is actually rather dense. Fordorrans are easily distracted, and many an encounter with one of these creatures has ended abruptly with the fordorran aimlessly wandering off.

The most memorable characteristic of the fordorran, however, is its stench. Produced by a gland that sits at the base of the creature's spine, it continually releases waves of an overpowering toxin that is capable of immobilizing most targets in moments.

The creature can curl into a protective ball and, when it does so in shallow silt, it is easily mistaken for a rock or patch of exposed earth. The creature also possesses a (mundane) chameleon-like ability to alter its coloration to

match its surroundings and uses this to conceal itself when threatened – or when awaiting prey.

Fordorran flesh is edible but disgusting in taste, although rumors persist that certain elven tribes possess a recipe to make it palatable. The gland that produces their venomous pheromones is much sought after by bards and defilers as a component in poisons, elixirs and other dubious brews.

Combat

When facing multiple opponents, fordorrans seek to hide and fool a single target into attacking his fellows. Against single foes, they are similarly cunning, using their *false sensory input* power to mask their scent, and then striking with *concussion blast* and *inflict pain* before charging to melee.

Immunities (Ex): Fordorrans are immune to all *sleep*, *charm* and *hold* spells.

Poison (Ex): Fordorran musk affects all creatures within 30 feet, requiring a save each round. The fordorran cannot deactivate its musk but is unaffected by it.

Inhaled, *Fortitude* DC 16, initial damage 2d6 Dex, secondary damage 3d6 Dex. The save DC is Constitution-based.

Psi-Like Abilities: At will—*attraction* (+6 bonus, DC 11*), *aversion* (DC 11), *concussion blast* (5d6*), *empathy* (40 ft., max 5 hours*), *false sensory input* (DC 11), *mind thrust* (5d10, DC 11*), *mindlink* (4 targets*), *psionic levitate*. Manifest level 5th. The save DCs are Charisma-based.

*Includes augmentation for the fordorran's manifest level.

Unpredictable (Ex): In combat, fordorrans are unpredictable at best. Each round, a fordorran has a 25% chance of focusing its attacks on a random target within view. If the new target is out of reach, the fordorran loses interest and wanders away from combat unless attacked again.

Skills (Ex): Fordorrans receive a +8 racial bonus to all *Hide* checks due to their coloration.

Fordorran Society

Fordorrans are solitary creatures that have never been known to congregate in numbers. Scholars are unsure of why this is, but some have postulated that, while immune to their own musk, fordorrans are quite susceptible to the emissions of other fordorrans. As a result, the only way that these beasts could conceivably mate would be through mutual use of the *false sensory input* power.

Gaj

Large Aberration (Psionic)

Hit Dice: 7d8+21 (52 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20

Base Attack/Grapple: +5/+13

Attack: Bite +8 melee (2d6+4)

Full Attack: Bite +8 melee (2d6+4) and 3 tentacle slaps +6 melee (1d4+2 plus 1d4 Int)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, intelligence damage, poison gas, psi-like abilities

Special Qualities: Darkvision 60 ft.

Giant, Athasian

Saves: Fort +5, Ref +3, Will +7
Abilities: Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 17
Skills: Bluff +8, Concentration +8, Hide -3*, Intimidate +8, Listen +7, Psicraft +6, Spot +7
Feats: Combat Manifestation, Multiattack, Power Attack
Environment: Deserts
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral evil
Advancement: 8-14 HD (Large), 15-21 HD (Huge)
Level Adjustment: —

This horrific beast looks like a twisted cross between a spider and a tortoise. From its huge bulbous head grow three large, feather-like antennae, six compound eyes, and a pair of powerful mandibles. Its body is six feet in diameter and covered by a scaly, rust-orange shell. Six four-jointed legs ending in webbed feet sprout from beneath the shell.

Gaj are carnivores and require flesh to survive, but they also need to consume the mental energy of other sentient creatures to live.

Combat

A gaj uses *psionic dominate* to compel its prey to come within range of its mandibles. Once the gaj has the creature in its grip, it will wrap one of its antennae around the victim's head and begin to damage the creature's intelligence.

If forced into melee combat, the gaj uses its mandibles along with its *painful strike* power against its attackers. Anyone within reach will also be subject to attacks from its antennae and its *Intelligence*-damaging ability.

Improved Grab (Ex): To use this ability, a gaj must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The gaj gets a +4 bonus on tentacle slap attacks against a grappled foe, canceling out the usual -4 penalty for attacking a grappled opponent.

Intelligence Damage (Su): A creature hit by a gaj's antenna suffers 1d4 points of temporary *Intelligence* damage.

Poison Gas (Ex): As a standard action, a gaj can spray a creature within reach with a puff of noxious gas from its abdomen. The gaj can use this ability up to three times per day.

Inhaled, *Fortitude* DC 16, initial damage 1d4 *Con* and *nauseate* for 1 round, secondary damage none. The *save* DC is *Constitution*-based.

Psi-Like Abilities: 3/day—*defensive precognition* (+2 bonus, can manifest as swift action*), *detect psionics*, *empty mind* (+6*), *mind thrust* (10d10, DC 19*), *mindlink* (unwilling targets, 5 additional targets, DC 14), *painful strike* (manifest as a swift action*), *power resistance*, *psionic dominate* (affects animals, fey, giants, humanoids, magical beasts and monstrous humanoids, DC 18*). Manifester level 10th. The *save* DCs are *Charisma*-based.

*Includes augmentation for the gaj's manifestor level.

Skills: *A gaj receives a +8 bonus to *Hide* checks in rocky or sandy areas.

Athasian giants are huge, lumbering, savage creatures that live in the sandy wastes of Athas. The largest concentration of giants inhabits the islands of the Silt Sea. There are three major types of giant: beasthead, desert, and plains. Another type of giant, the crag giant, only inhabits the region of the Last Sea.

Combat

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a *Reflex save* to catch it as a free action. The *DC* is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the *DC* increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Beasthead

The smallest version of the giants of Athas, beasthead giants have humanoid bodies with the head of an animal or vermin. Most stand between 15 and 20 feet tall and have extremely pale skin.

Sample Beasthead Giant

The towering giant has a face of wrinkled hide and large teeth, its bulldog-like mouth fixed in a wide grin.

Combat

Beasthead giants begin combat at a distance by throwing rocks at their opponents until they run out of ammunition. They then close for melee. Though the jhakar-headed beasthead giant lacks the pack mindset of normal jhakars, it can still drag down opponents of any size with its mighty jaws.

Improved Grab (Ex): To use this ability, a jhakar-headed beasthead giant must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. *A jhakar-headed beasthead giant has a +4 racial bonus on grapple checks.

Psi-Like Abilities: 3/day—*adapt body*, *aura sight*, *biofeedback* (damage reduction 6/-*), *clairvoyant sense*, *conceal thoughts* (self only), *detect hostile intent*, *ego whip* (4d4 Cha, DC 20*), *know direction and location*, *offensive precognition* (+4 bonus*), *thought shield* (power resistance 25, 13 rounds*) *ultrablast* (15d6, DC 19*). Manifestor level 15th. The *save* DCs are *Charisma*-based.

*Includes augmentation for the beasthead giant's manifestor level.

Pulldown (Ex): Once per round, a jhakar-headed beasthead giant can make a trip attack as a free action. If it wins the *Strength* check (+18 check modifier), it may

	Beasthead, Jhakar-Headed Huge Giant (Augmented Animal, Psionic)	Crag Huge Giant
Hit Dice:	15d8+75 (142 hp)	16d8+112 (184 hp)
Initiative:	+1	+1
Speed:	40 ft. (8 squares), swim 40 ft.	40 ft. (8 squares)
Armor Class:	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19	21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+11/+33*	+12/+31
Attack:	Spear +20 melee (2d8+15/x3) or slam +19 melee (1d8+10) or rock +11 ranged (2d8+10)	Stone dagger +20 melee (1d8+10/19-20) or slam +21 melee (1d8+11) or rock +13 ranged (2d8+11)
Full Attack:	Spear +20/+15/+10 melee (2d8+15/x3) and bite +14 melee (2d6+10); or 2 slams +19 melee (1d8+10) and bite +14 melee (2d6+10); or rock +10 ranged (2d8+10)	Stone dagger +20/+15/+10 melee (1d8+10/19-20) or 2 slams +21 melee (1d8+11) or rock +13 ranged (2d8+11)
Space/Reach:	15 ft./15 ft.	15 ft. / 15 ft.
Special Attacks:	Improved grab, psi-like abilities, rock throwing, pulldown	Rock throwing
Special Qualities:	Low-light vision, rock catching, scent	Low-light vision, rock catching
Saves:	Fort +14, Ref +6, Will +7	Fort +17, Ref +6, Will +6
Abilities:	Str 31, Dex 12, Con 21, Int 10, Wis 14 Cha 15	Str 33, Dex 13, Con 24, Int 7, Wis 12, Cha 10
Skills:	Climb +15, Jump +19, Listen +12, Spot +12, and Survival +12	Climb +17, Jump +20, Listen +6, Spot +6, Survival +6
Feats:	Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Track(B), Weapon Finesse(B), Weapon Focus (spear)	Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (rock)
Environment	Silt (Islands of the Sea of Silt)	Mountains (Lonely Butte)
Organization:	Solitary, clan (2-6)	Family (5-10)
Challenge Rating:	11	11
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually chaotic
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

immediately make a melee attack against the tripped opponent. If the attempt fails, the opponent cannot react to trip the giant. Other jhakar-headed beasthead giants can make an aid another attempt on the giant's touch attack as a free action once per round.

Rock Throwing (Ex): The range increment is 140 feet for a beasthead giant's thrown rocks.

Skills: *Jhakar-headed beasthead giants have a +4 racial bonus on *Survival* checks when tracking by scent.

Creating a Beasthead Giant

"Beasthead giant" is an inherited template that can be applied to any animal or vermin creature (referred to hereafter as the base creature).

A beasthead giant uses all of the base creature's statistics and special abilities except as noted here. Recalculate the creature's *Hit Dice*, base attack bonus, saves, and skill points as noted below.

Size and Type: The creature's type changes to giant and its size becomes Huge.

Hit Dice: The creature's *Hit Dice* change to 15d8, and it gains 75 *hit points* from its *Constitution* score (142 *hit points* for the standard beasthead giant).

Speed: The creature loses all extra movement modes. Its base land speed is 40 ft., and it gains a swim speed of 40 ft.

Armor Class: *Natural armor* changes to +11. A beasthead giant's *armor class* is 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19.

Base Attack/Grapple: +11/+29.

Attacks: The creature's bite and gore attacks, if any, become secondary attacks, and the creature loses all other attacks. Beasthead giants have 2 slam attacks.

Damage: For each attack type, the creature uses the damage value listed below or retains its old value, whichever is better.

Bite	2d6
Gore	2d6
Slam	1d8

Space/Reach: 15 ft./15 ft.

Special Attacks: The creature retains the special attacks listed below and loses all others. *Saves* have a DC of 10 + 1/2 beasthead's *HD* + beasthead's *Con* modifier unless noted otherwise.

Blood Drain (Ex): The giant's blood drain deals 1d6 points of *Constitution* damage or its old damage, whichever is better.

Disease (Ex): *Save DC* changes to 22.

Improved Grab (Ex): The creature retains this ability only if delivered by a bite attack. The beasthead giant's *CR* and *LA* increase by 1.

Poison (Ex): The creature retains this ability only if delivered by a bite attack. Initial and secondary ability damage is 2d6 or the poison's old value, whichever is better. *Save DC* changes to 22. The beasthead giant's *CR* and *LA* increase by 1.

Rage/Ferocity (Ex): The beasthead giant retains any rage- or emotion-related ability. If the ability gives the creature a temporary ability score increase, its *CR* and *LA* increase by 1.

Roar/Shriek (Ex): The beasthead giant retains any vocal ability that affects creatures sonically. If the ability deals damage, it deals 7d6 points of damage. *Save DC* changes to 22. The beasthead giant's *CR* and *LA* increase by 1.

Swallow Whole (Ex): A beasthead giant's gullet can hold two Large, four Medium, or eight Small or smaller creatures.

Trip (Ex): The creature's check modifier is +18.

The beasthead giant gains the psionics and rock throwing special attacks described below.

Psi-Like Abilities: 3/day—*adapt body*, *aura sight*, *biofeedback* (damage reduction 6/-*), *clairvoyant sense*, *conceal thoughts* (self only), *detect hostile intent*, *ego whip* (4d4 Cha, DC 20*), *know direction and location*, *offensive precognition* (+4 bonus*), *thought shield* (power resistance 25, 13 rounds*) *ultrablast* (15d6, DC 19*). Manifest level 15th. The *save DCs* are Charisma-based.

*Includes augmentation for the beasthead giant's manifest level.

Rock Throwing (Ex): The range increment is 140 feet for a beasthead giant's thrown rocks.

Special Qualities: The beasthead giant retains the base creature's special qualities and gains those described below:

Low-Light Vision (Ex): The creature can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Rock Catching (Ex): See Giant, Athasian.

Saves: Fort +14, Ref +6, Will +7.

Abilities: Change to Str 31, Dex 12, Con 21, Int 10, Wis 14, Cha 15.

Skills: The creature's giant levels give it skill points equal to 18 x (2 + Int modifier). The creature retains its racial skill bonuses. A typical beasthead giant has the following skills: Climb +15, Jump +19, Listen +12, Spot +12, and Survival +12.

Feats: The creature's giant levels give it 6 feats. A typical beasthead giant has the following feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (spear). The creature has the base creature's feats as bonus feats, assuming it meets the prerequisites.

Environment: Silt (Islands of the Sea of Silt).

Organization: Solitary, clan (2-6).

Challenge Rating: 11 plus any modifiers from additional special attacks.

Treasure: Standard.

Alignment: Usually neutral evil.

Advancement: By character class.

Level Adjustment: +4 plus any modifiers from additional special attacks.

Beasthead Giant Society

Beasthead giants make their homes on the islands of the Sea of Silt. Usually all members of the clan have the same type of head, but mixed clans are not uncommon.

Beasthead giants are very hostile and treat all non-giants as vermin.

Beasthead Giants as Characters

A beasthead giant's favored class is fighter. Most beasthead giant leaders are fighter/psion. Most clans include clerics that serve earth or air.

Beasthead giant characters possess the following racial traits.

- +20 Str, +2 Dex, +10 Con, +4 Wis, +4 Cha
- Huge. As Huge sized creatures, beasthead giants receive a -2 penalty to **Armor Class**, -2 penalty on attack rolls, -8 penalty on **Hide** checks, +8 bonus on grapple checks and have lifting and carrying limits quadruple those of Medium characters
- Space/Reach: 15 ft. / 15 ft.
- A beasthead giant's base land speed is 40 feet. Beasthead giants also have a swim speed of 40 ft.
- Low-light vision.
- Racial Hit Dice: A beasthead giant begins with 15 levels of **giant**, which provide 15d8 Hit Dice, a base attack bonus of +11, and base saving throw bonuses of Fort +9, Ref +5 and Will +5.

	Desert Huge Giant	Plains Huge Giant
Hit Dice :	14d8+56 (119 hp)	16d8+96 (168 hp)
Initiative :	+2	+1
Speed :	40 ft. (8 squares)	40 ft. (8 squares), swim 40 ft.
Armor Class :	22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20	21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20
Base Attack/Grapple :	+10/+26	+12/+32
Attack :	Spear +17 melee (2d8+12/x3) or slam +16 melee (1d8+8) or rock +11 ranged (2d8+8)	Club +22 melee (2d6+18) or slam +22 melee (1d8+12) or rock +13 ranged (2d8+12)
Full Attack :	Spear +17/+12 melee (2d8+12/x3) or 2 slams +16 melee (1d8+8) or rock +11 ranged (2d8+8)	Club +22 melee (2d6+18) or slam +22 melee (1d8+12) or rock +13 ranged (2d8+12)
Space/Reach :	15 ft./15 ft.	15 ft./15 ft.
Special Attacks :	Rock throwing	Rock throwing
Special Qualities :	Low-light vision, power resistance 15, rock catching	Low-light vision, power resistance 15, rock catching
Saves :	Fort +13, Ref +6, Will +5	Fort +16, Ref +6, Will +6
Abilities :	Str 27, Dex 15, Con 19, Int 12, Wis 12, Cha 11	Str 35, Dex 13, Con 22, Int 10, Wis 12, Cha 13
Skills :	Climb +18, Jump +20, Listen +12, Spot +12, Survival +12	Climb +19, Jump +23, Listen +10, Spot +10, Survival +11
Feats :	Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (spear)	Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (rock)
Environment :	Deserts	Plains
Organization :	Solitary, clan (3-12)	Solitary, clan (3-12)
Challenge Rating :	10	12
Treasure :	Standard	Standard
Alignment :	Usually neutral evil	Usually neutral
Advancement :	By character class	By character class
Level Adjustment :	+4	+4

- **Racial Skills:** A beasthead giant's **giant** levels give it skill points equal to 18 x (2 + **Int** modifier). Its class skills are **Climb**, **Jump**, **Listen**, **Spot** and **Survival**.
- A beasthead giant's **giant** levels give it 6 feats.
- **Weapon Proficiency:** A beasthead giant is proficient with all simple and martial weapons as well as any natural weaponry granted by its beasthead.
- +11 **natural armor bonus**.
- **Natural Weapons:** See beasthead.
- **Special Attacks** (see above): Psi-like abilities, rock throwing.
- **Special Qualities** (see above): Rock catching.
- **Automatic Languages:** Beasthead giant. **Bonus Languages:** Common.
- **Favored Class:** Fighter.
- **Level Adjustment:** +4 plus any modifiers from additional special attacks.

Crag Giant

A towering giant with thick black hair and dusky grey skin, this behemoth dresses in simple clothes cut from crude materials and carries rough stone weaponry. Its sad, dark eyes regard you morosely as it chews its lip and sluggishly weighs its options.

Crag giants, also known as *lonely giants*, are the last remnants of a once proud people. Long ago driven from their ancestral homes in the Thunder Mountains, they now dwell in the forgotten jungles of the Lonely Butte, clinging to existence in the unforgiving face of extinction.

Crag giants are tribal and primitive and known for their savagery, although not to the same debased extent as the beasthead giants of the south. They inhabit the jungles in and around a series of ruins atop the Lonely Butte and find ample sustenance from the forests. Supplementing their diet with seafood, they are nevertheless faced with a slow decline as their birthrate has fallen and inbreeding threatens to overcome them.

Much of the crag giant's degraded mentality is dominated by a cultural hatred for Saragar's Mind Lords. The crag giants rightly blame the Mind Lords for their plight and have not forgotten the ancient wrongs they suffered by their deeds. Despite this, they are usually chaotic and often chaotic good in alignment.

An adult crag giant stands 25 feet in height and weighs over 12,500 pounds. Their hair is black and their skin tones range from dun brown to dusky grey.

Combat

Crag giants are not insightful combatants but are fairly skilled with the primitive weapons that they have made their own. They generally open combat with salvos of boulders, only resorting to melee when so compelled. Smaller foes will as often as not be picked up and hurled as far away as possible. The moribund crag giants often display a genuine reluctance to kill their smaller enemies.

Rock Throwing (Ex): The range increment is 140 feet for a crag giant's thrown rocks.

Crag Giant Society

The crag giants are the sole remnants of an ancient giant race, believed to be related to the plains giants that dwelled since time immemorial in the ranges of the Thunder Mountains. There, their clerics of elemental air helped to carve a life for them that graced even the

legends of the region. It was said, when storms burst over the Thunder Mountains, that the crag giants were at play, catching and hurling the bolts with a raw vigor and love of life.

When the Mind Lords began to reshape the region in order to protect Saragar and the Last Sea, however, they told the crag giants that they would have to leave their ancestral homes and relocate to a reservation atop the Lonely Butte. Faced with the stark power of the Mind Lords, the crag giants did as they were bade, but they have suffered greatly as a result, their numbers steadily dwindling, and they have not forgotten – or forgiven – the triune dictators that wrought their fate.

Crag Giants as Characters

Although they make obvious warriors, crag giants are possessed of a deep spirituality and still yearn for the open heavens and spartan peaks of the Thunder Mountains. The life of a cleric of elemental air is still a common calling for their people, and this remains the race's favored class.

Crag giant characters possess the following racial traits.

- +22 **Str**, +2 **Dex**, +14 **Con**, -4 **Int**, +2 **Wis**
- **Huge size.** -2 penalty to **Armor Class**, -2 penalty on attack rolls, -8 penalty on **Hide** checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters.
- **Space/Reach:** 15 ft./15 ft.
- A crag giant's base land speed is 40 feet.
- **Low-light vision.**
- **Racial Hit Dice:** A crag giant begins with 16 levels of **giant**, which provide 16d8 **Hit Dice**, a **base attack bonus** of +12, and **base saving throw bonuses** of **Fort** +10, **Ref** +5 and **Will** +5.
- **Racial Skills:** A crag giant's **giant** levels give it skill points equal to 19 x (2 + **Int** modifier). Its class skills are **Climb**, **Jump**, **Listen**, **Spot** and **Survival**.
- A crag giant's **giant** levels give it six feats.
- **Weapon Proficiency:** A crag giant is proficient with all simple weapons and all light armor.
- +12 **natural armor bonus**.
- **Natural Weapons:** 2 slams (1d8).
- **Special Attacks** (see above): Rock throwing.
- **Special Qualities** (see above): Rock catching.
- **Automatic Languages:** Giant. **Bonus Languages:** Common, Elf, Halfling.
- **Favored Class:** Cleric.
- **Level Adjustment:** +4.

Desert Giant

Five times the size of a normal man, this giant is almost a caricature of the human physique, with oversized, nearly comical features. The giant is all but naked, save for a leather loincloth, and great braids of dark hair swing halfway down the monstrosity's back.

Standing twenty to thirty feet tall, desert giants resemble massive humans. Their features are exaggerated in some way: many have huge noses, mouths, brows, chins, or ears. The skin of a desert giant is dark, leathery, and very thick, providing excellent protection against both weapons and the elements. Most wear a minimum of clothing, no more than a loincloth and sandals. The hair of desert giants is dark, coarse, and very

strong; they often grow it in braids that are eventually cut and traded as rope.

Combat

Desert giants prefer to start combat by hurling rocks or huge spears at their enemies and then entering melee.

Rock Throwing (Ex): The range increment is 140 feet for a desert giant's thrown rocks.

Desert Giant Society

Desert giants gather in clans that live on arid islands in the Sea of Silt. They subsist by raising herds of erdlus, kanks, or other creatures. They maintain a limited amount of trade with inland communities of other races.

Desert Giants as Characters

A desert giant's favored class is fighter. Most clans include clerics that serve Earth.

Desert giant characters possess the following racial traits.

- +16 **Str**, +4 **Dex**, +8 **Con**, +2 **Int**, +2 **Wis**
- Huge. As Huge sized creatures, desert giants receive a –2 penalty to **Armor Class**, –2 penalty on attack rolls, –8 penalty on **Hide** checks, +8 bonus on grapple checks and have lifting and carrying limits quadruple those of Medium characters
- Space/Reach: 15 ft./15 ft.
- A desert giant's base land speed is 40 feet.
- **Low-light vision**.
- **Racial Hit Dice:** A desert giant begins with 14 levels of **giant**, which provide 14d8 **Hit Dice**, a **base attack bonus** of +10, and **base saving throw bonuses** of **Fort** +9, **Ref** +4 and **Will** +4.
- **Racial Skills:** A desert giant's **giant** levels give it skill points equal to 17 x (2 + **Int** modifier). Its class skills are **Climb**, **Jump**, **Listen**, **Spot** and **Survival**.
- A desert giant's **giant** levels give it 5 feats.
- **Weapon Proficiency:** A desert giant is proficient with all simple and martial weapons.
- +12 **natural armor bonus**.
- **Special Attacks** (see above): Rock throwing, PR 15.
- **Special Qualities** (see above): Rock catching.
- **Automatic Languages:** Desert giant. **Bonus Languages:** Common.
- **Favored Class:** Fighter.
- **Level Adjustment:** +4.

Plains Giant

With long, delicate features and darkly tanned skin, this giant appears as some breed of enormous elf. Its limbs are long, its hair is fair and its eyes are a pale grey in color.

Plains giants appear to be huge versions of elves. Their 25 to 30 feet of height is mostly in their legs and they have distinctly elven facial features. Their skin is usually a dark red or brown. Plains giants have fair hair and light blue or gray eyes.

Combat

Plains giants prefer to attack their enemies by hurling rocks. If forced into melee combat they will fight using stone clubs.

Rock Throwing (Ex): The range increment is 140 feet for a plains giant's thrown rocks.

Plains Giant Society

Plains giant clans inhabit the less rugged, brush-covered islands of the Silt Sea. They produce food by gathering vegetation and by herding kanks, erdlus, and erdlands.

Plains giants maintain more contact with other races than most giants. They have been known to act as mercenaries for villages, merchant houses and city-states.

Plains Giants as Characters

A plains giant's favored class is fighter. Most clans include clerics that serve Air.

Plains giant characters possess the following racial traits.

- +24 **Str**, +2 **Dex**, +12 **Con**, +2 **Wis**, +2 **Cha**
- Huge. As Huge sized creatures, plains giants receive a –2 penalty to **Armor Class**, –2 penalty on attack rolls, –8 penalty on **Hide** checks, +8 bonus on grapple checks and have lifting and carrying limits quadruple those of Medium characters
- Space/Reach: 15 ft./15 ft.
- A plains giant's base land speed is 40 feet.
- **Low-light vision**.
- **Racial Hit Dice:** A plains giant begins with 16 levels of **giant**, which provide 16d8 **Hit Dice**, a **base attack bonus** of +12, and **base saving throw bonuses** of **Fort** +10, **Ref** +5 and **Will** +5.
- **Racial Skills:** A plains giant's **giant** levels give it skill points equal to 19 x (2 + **Int** modifier). Its class skills are **Climb**, **Jump**, **Listen**, **Spot** and **Survival**.
- A plains giant's **giant** levels give it 6 feats.
- **Weapon Proficiency:** A plains giant is proficient with all simple and martial weapons.
- +12 **natural armor bonus**.
- **Special Attacks** (see above): Rock throwing, PR 15.
- **Special Qualities** (see above): Rock catching.
- **Automatic Languages:** Plains giant. **Bonus Languages:** Common.
- **Favored Class:** Fighter.
- **Level Adjustment:** +4.

Giant, Shadow

Large Outsider (Extraplanar)

Hit Dice: 7d8+7 (38 hp)

Initiative: +5

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

Armor Class: 12 (–1 size, +1 **Dex**, +2 deflection), touch 12, flat-footed 11

Base Attack/Grapple: +7/+11

Attack: Touch +7 melee (2d6 plus 1 **Strength** damage)

Full Attack: Touch +7 melee (2d6 plus 1 **Strength** damage)

Space/Reach: 10 ft./10 ft.

Special Attacks: Drawing the dark, improved grab, **Strength** damage

Special Qualities: Alternate form, darkvision 60 ft., DR 5/magic, immunities, lucent healing, magic susceptibility, shadow deflection

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

Abilities: **Str** 10, **Dex** 12, **Con** 13, **Int** 14, **Wis** 12, **Cha** 15

Skills: **Bluff** +12, **Hide** +11, **Intimidate** +12, **Knowledge** (arcana) +12, **Knowledge** (history) +12, **Listen** +11, **Move Silently** +11, **Search** +12, **Sense Motive** +11, **Spot** +11

Feats: **Alertness**, **Combat Reflexes**, **Improved Initiative**

Environment: The Black

Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment: —

Rearing above you is a giant form of shadow standing over twenty feet in height. Although it is vaguely humanoid in shape, with arms, torso and head, its lower body trails off in wisps of black smoke instead of ending in legs. Its eyes glow a spectral blue.

Shadow giants, or *shadow people* as they prefer to call themselves, are descendants of ancient halflings who served Rajaan the Warbringer during the Cleansing Wars. Following Rajaan's betrayal and imprisonment, his loyal halfling followers were sacrificed by Rajaan's Champions in order to complete the downfall of the erstwhile lord. The halflings merged with the dimension known as the Black, where they were transformed into the creatures now known as shadow giants.

Shadow giants take one of two forms. The first is that of a shadowy, two-dimensional, humanoid silhouette with thin limbs, serpentine torso and blue embers in place of eyes. The other is the form of a solid, three-dimensional shadow as tall as a half-giant. The shadow people speak the ancient languages of Ur Draxa and the civilized halfling nations, and the common tongue of the Tyr region. When a shadow giant speaks, black fumes rise from a blue gash that opens where its mouth would normally be.

Shadow giants normally stand around 10 feet in height but bright light lends them size and depth, and in full sunlight a shadow giant can grow to be as tall as 25 feet.

Combat

Shadow giants are terrifying opponents, capable of wreaking havoc with large numbers of foes at once. The very touch of a shadow giant leeches the **Strength** from their foes and targets suffering a shadow giant's caress are sometimes taken back to the Black with the creature.

Since the death of Borys, the Dragon of Tyr, shadow giants have been able to take the form of half-shadows, appearing as varying portions of shadow and halfling. While in this form, the halfling portion is vulnerable to normal attacks.

Alternate Form (Su): Shadow giants can shift into the form of a halfling-like figure, seemingly partially composed of shadowstuff. This transformation is like the *polymorph* spell except that gear is not affected, the shadow giant does not regain **hit points** for changing form and no form other than the shadow-halfling may be assumed. Changing form is a standard action and a slain shadow giant reverts to its full-sized form.

A shadow giant that assumes halfling form loses its DR but gains a +2 bonus to **AC**, a +8 bonus to its **Hide** checks and a –8 penalty to its grapple checks (for going from Large to Small). All other abilities are unaffected.

Drawing the Dark (Su): A shadow giant that begins its turn grappling an opponent can pull that creature into the Black if the shadow giant makes a successful grapple check. Exposure to the Black deals 3d10 points of cold damage to a creature each round, eventually killing a creature not immune to cold.

Immunities (Ex): A shadow giant is immune to cold and to *sleep*, *charm* and *hold* spells.

Improved Grab (Ex): To use this ability, a shadow giant must hit with a touch attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use *drawing the dark*.

Lucent Healing (Ex): A shadow giant has **fast healing** 1 in light as bright as torchlight, and it has **fast healing** 5 in sunlight or within the radius of a *daylight* spell. In total darkness, a shadow giant suffers 1d4 points of damage per round.

Magic Susceptibility (Ex): Shadow giants are susceptible to raw arcane magic. A wizard who gathers energy for a spell can lose the spell and instead make a touch attack on the shadow giant, dealing 1d6 points of damage per spell level with a successful attack.

Shadow Deflection (Ex): Due to its shadowy nature, a shadow giant receives a **deflection bonus** to **AC** equal to the shadow giant's **Charisma** bonus.

Strength Damage (Ex): Living creatures touched by a shadow giant must make a **Fortitude save** (DC 15) or take 1 point of temporary **Strength** damage. The **save DC** is **Charisma**-based.

Shadow Giant Society

Shadow giants dwell not only in the nether dimension of the Black, but also in the mysterious ruin known only as the Pristine Tower. The shadow people can emerge only partially from the Black, being trapped there until Rajaan's prison is destroyed.

No one knows how much time the shadow people spend in the Black or on Athas or what they eat. What is known of their life cycle is that they greatly desire obsidian, which they use to incubate their young. Noble houses, defilers and other potentates have learned that obsidian can be traded to shadow giants in return for their service.

Gith

Gith, 1st-level Warrior Medium Humanoid (Gith)

Hit Dice: 1d8 (4 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +2 natural, +2 leather armor), touch 12, flat-footed 14

Base Attack/Grapple: +1/+2

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

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

Space/Reach: 5 ft./5 ft.

Special Qualities: Low-light vision

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

Abilities: Str 12, Dex 15, Con 11, Int 7, Wis 10, Cha 6

Skills: Climb +3, Hide +6, Jump +13, Move Silently +6

Feats: Improved Initiative

Environment: Rocky badlands

Organization: Group (2-8), party (10-40 plus 1 5th-level warrior per 20 adults, 1 5th-level psion), tribe (30-300 plus 1 5th-level warrior per 20 adults, 1 5th-level psion per 50 adults)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

Standing hunched before you is a vaguely reptilian humanoid with hairless, greenish-gray skin and jet black lidless eyes. With clawed hands and feet and a fanged pronounced underbite, the creature's appearance is rendered all the more strange by its bowlegged waddling gait.

Gith are a lanky race of reptilian humanoids that, when erect, stand close to seven feet tall, but who spend most of their time, bent-over in a crouch that makes them appear to be only five feet tall. Their lower jaws jut forward and, while toothless, they have sharp, bony ridges that they use to crush and grind their food. Their powerful legs allow them to make great leaps, which they use to move about, walking in an awkward waddle only when they cannot jump or when sneaking up on prey.

Most gith encountered outside their homes are warriors; the information in the statistics block is for one of 1st level. (See page 109 in the *Dungeon Master's Guide* for more information about the warrior class.)

Combat

Gith combat tactics usually involve ambushes. They prefer to have a distinct advantage in numbers, and so attack in mass. Their weapon of choice is an obsidian spear designed for chopping and slashing rather than piercing, but they will use any weapon they have access to. They disdain the use of range weapons, since they enjoy watching the pain and fear of their opponents.

Gith Society

Gith organize themselves into tribes, with the most powerful member acting as leader. All authority comes from the chief, who has the power of life and death over any member of his tribe. If the chief is killed, the strongest members of the tribe will fight to the death in order to determine who will be the new leader. This trial-by-combat occurs immediately, even if the gith tribe is currently in the middle of a battle with another force. Most gith tribes inhabit mountainous regions, coming down only to raid the villages of other humanoids or to attack a passing caravan. They are usually interested in entertaining themselves with the suffering of others and with the prospect of a good meal (gith will eat anything organic, preferring meat), but know the value of treasure, especially of psionic and magical items.

Gith speak their own language, which has no alphabet but can be expressed in elvish script.

Gith as Characters

Within a gith tribe, most leaders will be rogues or psions. Gith clerics usually follow the elements of fire or air.

Gith characters possess the following racial traits:

- +2 Dex, -2 Int, -2 Cha. Gith have keen reflexes but are slightly dim and aggressive in their behavior.
- Medium: As Medium creatures, gith have no special bonuses or penalties due to their size.
- Gith base land speed is 30 feet.
- +10 racial bonus to all **Jump** checks. Gith have powerful bowed legs that allow them to leap great distances.
- +4 racial bonus on all **Hide** and **Move Silently** checks. Gith are sly and stealthy.
- **Natural Armor**: A gith's tough hide and heavy bones provide it with a +2 **natural armor** bonus.

- **Natural Weaponry**: An gith can rake with its claws for 1d4 points of damage.
- **Automatic Languages**: Gith. Bonus languages: Common, Elven, Pterran, Ssurran and Tarek.
- **Favored Class**: Rogue.
- **Level Adjustment**: +1.

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

Golem

Jade Golem

Rising up from the floor is a humanoid-shaped figure, standing approximately 6 feet tall. Its whole body is made of jade, its smooth surface glistening in the faint torchlight. Its yellow eyes look at you with a cold, angry stare...

A jade golem is made of polished jade, assembled into a humanoid form. Its face has perfect humanoid proportions, though the features are more rough-cut, angular. It stands 6 feet tall and weighs almost 500 pounds.

A jade golem rarely speaks, though it can emit a hoarse roar of sorts. It walks and moves in slow, precise motions.

Combat

A jade golem will commence combat at range with its gaze attack if at all possible. It uses this until it is forced to melee, at which point it resorts to punishing blows from its mallet-like fists.

Gaze (Ex): Turn to jade permanently, range 30 feet; **Fortitude DC** 16 negates. The save **DC** is **Wisdom**-based. A character so affected is considered to be **petrified**.

Immunity to Magic (Ex): A jade golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A **transmute rock to mud** spell slows a jade golem (as the **slow** spell) for 2d6 rounds, with no saving throw, while **transmute mud to rock** heals all of its lost **hit points**. A **stone to flesh** spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

The pieces of a jade golem are all made from pure, white jade. When binding the pieces together, the defiling magic used in its creation gives the jade its usual, more common green color.

Assembling the body requires a **DC 16 Craft** (sculpting) check or a **DC 16 Craft** (stonemasonry) check. **CL 11th**; **Craft Construct**, **animate objects**, **antimagic field**, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 XP.

	Jade Golem Medium Construct	Magma Golem Huge Construct
Hit Dice:	12d10+20 (86hp)	12d10+40 (106 hp)
Initiative:	+0	-1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16	14 (-2 Size, -1 Dex, +7 natural), touch 7, flat-footed 14
Base Attack/Grapple:	+9/+15	+9/+26
Attack:	Slam +15 melee (2d10+6)	Slam +16 melee (2d8+9 plus 1d10 fire)
Full Attack:	2 Slams +15 melee (2d10+6)	Slam +16/+11 melee (2d8+9 plus 1d10 fire)
Space/Reach:	5 ft./5 ft.	15 ft./15 ft.
Special Attacks:	Gaze	Burn, crush, heat
Special Qualities:	Construct traits, damage reduction 10/metal, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction 10/adamantine, immunity to magic
Saves:	Fort +4, Ref +4, Will +4	Fort +4, Ref +3, Will +4
Abilities:	Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—	—
Feats:	—	—
Environment	Any	Any (Ring of Fire, Ur-Draxa)
Organization:	Solitary	Solitary
Challenge Rating:	7	9
Treasure:	—	—
Alignment:	Always neutral	Always neutral
Advancement:	13-24 HD (Medium); 25-36 HD (Large)	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment:	—	—

Magma Golem

You are confronted by a roughly man-shaped creature composed entirely of glowing magma, standing a whole foot taller than a full elf.

Magma golems are powerful magical automatons created from the raw material of magma. Magma golems were initially created from the lava fields of the Ring of Fire, devised as guardians by the Dragon and his kaisharga. Since then, the secrets of their construction have made their way into other dark minds. Some magma golems have been known to go rogue when separated from their creators and in the company of other magma golems. It is not known why mindless constructs would behave in such a way but it is suspected that some kind of elemental communication is taking place. When completed, a magma golem is 8 ft. tall and weighs a ton.

Combat

Magma golems use their fists to slam enemies. At intervals a magma golem will seek to overwhelm and crush its foe, seeking to reduce the victim to only so much ash.

Burn (Ex): A magma golem's slam attack deals an extra 1d10 points of fire damage from the golem's flaming body. Those hit by a magma golem's slam attack also must succeed on a [Reflex save](#) (DC 16) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The [save DC](#) is [Constitution](#)-based.

Creatures hitting a magma golem with natural weapons or unarmed attacks take fire damage as though hit by the golem's attack, and also catch on fire unless they succeed on a [Reflex save](#). Weapons striking a magma golem also take the fire damage.

Crush (Ex): Once every 5 rounds, a magma golem can use a crushing attack as a full-round action that leaves the golem prone. The golem hurls itself at an opponent, doing 3d6 points of bludgeoning damage and 7d6 points

of fire damage ([Reflex](#) half DC 15). The [save DC](#) is [Dexterity](#)-based.

Heat (Ex): Anyone within 10 feet of a magma golem takes 1d6 points of fire damage per round from the intense heat.

Immunity to Magic (Ex): Magma golems are immune to all spells, spell-like abilities, and supernatural effects as follows: [dispel magic](#) cast on a magma golem forces a [Fortitude](#) save; if the golem fails, it is stunned for a number of rounds equal to the level of the caster. Magma golems take half damage from electricity.

Construction

A magma golem's body must be magically sculpted from two tons of magma using [fabricate](#) or a similar spell. Creating the body requires a DC 15 [Craft \(sculpting\)](#) or a DC 15 [Craft \(stonemasonry\)](#) check.

CL 11th; [Craft Construct](#), [geas/quest](#), [fire shield](#), [limited wish](#), caster must be at least 11th level; Price 40,000 gp; Cost to create 20,000 gp + 1,600 XP.

Rock Golem

Before you stands a tall armored figure fashioned wholly from stone. You can feel its tremendous weight in every ponderous step that it takes towards you.

Rock golems are about 9 feet tall and resemble huge men in full armor. These golems weigh up to 600 pounds, but are slow and are incapable of movement faster than walking.

Rock golems are usually used as guards. They stand as motionless statues until the orders they were given are triggered, which is usually stopping intruders from entering the area they protect, usually by brute force.

Combat

Rock golems are dangerous in combat, capable of doing massive harm to opponents with their slam attacks. The

	Rock Golem Large Construct	Salt Golem Huge Construct
Hit Dice:	10d10+30 (85 hp)	9d10+40 (89 hp)
Initiative:	+0	-1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16	13 (-2 Size, -1 Dex, +6 natural), touch 7, flat-footed 13
Base Attack/Grapple:	+7/+17	+6/+23
Attack:	Slam +12 melee (2d10+6)	Slam +13 melee (2d8+9 plus pain)
Full Attack:	2 slams +12 melee (2d10+6)	2 slams +13 melee (2d8+9 plus pain)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Knockdown	Dehydration, improved grab, pain
Special Qualities:	Construct traits, damage reduction 10/adamantine, immunity to magic	Construct traits, damage reduction 10/adamantine, immunity to magic, water vulnerability
Saves:	Fort +3, Ref +3, Will +3	Fort +3, Ref +2, Will +3
Abilities:	Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1	Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—	—
Feats:	—	—
Environment	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	11	12
Treasure:	—	—
Alignment:	Always neutral	Always neutral
Advancement:	11-20 HD (Large), 21-30 HD (Huge)	10-18 HD(Huge); 19-27 HD (Gargantuan)
Level Adjustment:	—	—

force of the blows is often sufficient to knock many foes from their feet.

Knockdown: Any creature hit by the golem's slam attack must make a **Fortitude** save (DC 15) or be knocked prone and take an additional **1d6** points of damage. The save DC is **Dexterity**-based.

Immunity to Magic: A rock golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. The rock golem receives no saving throw against any of these effects.

A *move earth* spell drives the golem back 60 ft. and deals it **1d12** points of damage.

An *earthquake* or *transmute rock to mud* spell targeting the golem slows it (as the *slow* spell) for **1d6** rounds and deals it **3d10** points of damage.

A *transmute mud to rock* spell heals the rock golem of any lost **hit points**.

Construction

A rock golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality and costs 5,000 gp. Creating the body requires a **DC 17 Craft (sculpting)** or a **DC 17 Craft (stonemasonry)** check.

CL 14th; **Craft Construct**, *forceful hand*, *geas/quest*, *limited wish*, caster must be at least 14th level; Price 90,000 gp; Cost to create 50,000 gp + 3,400 XP.

Salt Golem

A lumbering form roughly akin to that of a man, this thing is seemingly composed of tiny glittering crystals that you are fairly certain are salt.

Salt golems are fashioned like men, with almost-human facial features. With a slow, deliberate stride, they are tireless foes that seem somehow to know that their

organic quarry will eventually tire, while the golem will not.

A salt golem stands 8 feet tall and weighs 600 pounds.

Combat

Salt golems approach battle with the same lumbering, methodical mindlessness that they approach all other things. Although they strike slow, thudding blows with their fists, their true threat comes from their natural properties, which can double a man over in pain or drain him to a husk in moments.

Dehydration (Ex): With a successful grapple check, a salt golem deals **3d6** points of bludgeoning damage plus **3d6** points of fire damage to its opponent.

Immunity to Magic (Ex): A salt golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

A *dispel magic* spell forces the golem to make a **Fortitude save**; failure stuns the golem for one round per caster level.

A *transmute rock to mud* spell deals **3d10** points of damage to the golem.

A magical attack that deals fire damage heals 1 point of damage for every point of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal **hit points**, it gains any excess as temporary **hit points**. A salt golem gets no saving throw against attacks that deal fire damage.

Improved Grab (Ex): To use this ability, a salt golem must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use dehydration.

Pain (Ex): Any target hit by a salt golem must make a **Fortitude** save at **DC 14** or become **nauseated** for **1d4** rounds due to minute salt flake residue from the attack breaking the skin and causing tremendous pain. The **save DC** is **Constitution**-based.

Water Vulnerability (Ex): A flask of water thrown at a salt golem deals 2d4 points of damage, or 1 point of splash damage. A salt golem subject to a *create water* spell or similar quantity of water takes 1d10 points of damage per round of exposure.

Construction

A salt golem's body is cut from a single block of salt weighing at least 5,000 pounds. The salt costs 5,000 gp. Creating the body requires a DC 17 Craft (sculpting) or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, *forceful hand*, *geas/quest*, *limited wish*, caster must be at least 14th level; Price 105,000 gp; Cost to create 55,000 gp + 4,000 XP.

Gray Touched

"Gray touched" are individuals or creatures who have either embraced the Gray, survived a necromantic attack of some sort, or traveled to the Gray and had something happen to cause them to be "touched" when they came back to the prime material plane. "Gray touched" appear as normal, but are much paler than they were before and have a gray tinge to their skin. They also give off an eerie presence, one that animals especially don't like. Most gray touched are usually necromants, seeking to be as one with the Gray as they can.

Sample Gray Touched

This enormous lizard dwarfs you with its sheer bulk. Thirty feet long and covered with a thick, gray tinged shell, it lumbers forward with a plodding inevitability.

This example uses a normal mekillot creature as the base creature.

Gray Touched Mekillot (Psionic)

Gargantuan Animal

Hit Dice: 16d8+108 (180 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 19 (-4 size, +13 natural), touch 6, flat-footed 19

Base Attack/Grapple: +12/+36

Attack: Tongue lash +20 melee (1d8+12 and 1 Con damage)

Full Attack: Tongue lash +20 melee (1d8+12) and bite +15 melee (2d8+6)

Space/Reach: 20 ft./15 ft. (20 ft. with tongue lash)

Special Attacks: Constitution damage, improved grab, psi-like abilities, swallow whole, trample 2d8+18

Special Qualities: Gray traits, turnable, unnatural aura

Saves: Fort +16, Ref +10, Will +5

Abilities: Str 35, Dex 10, Con 23, Int 2, Wis 10, Cha 9

Skills: Listen +12, Spot +11

Feats: Alertness, Combat Reflexes, Toughness (x4)

Environment: Plains

Organization: Solitary or pair

Challenge Rating: 13

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan)

Level Adjustment: —

Mekillots are mighty lizards that weigh up to six tons with huge mound-shaped bodies that can be thirty feet long. They are covered with a thick shell everywhere except for on their sides and bellies.

Mekillots are used as caravan beasts; a hitched pair can pull a full wagon at a slow pace. Mekillots are never truly tamed, however, for the creatures have been known to go off the road and wander for days. They also like to make snacks of their handlers. Most caravans that use mekillots have a small team of psions to deal with the beasts.

This sample gray touched mekillot could be the unlucky survivor of a magical accident near a wizard's study, or a beast in the army of a vile necromant. It only dimly understands the horror that has overcome it.

Combat

In a fight mekillots attack with their tongues, or they trample enemies underfoot. A mekillot instinctively drops to the ground when something is underneath them, causing trample damage (see below).

Constitution Damage (Ex): A gray touched creature's natural weapons deal an additional 1 point of Constitution damage with each attack. A creature reduced to 0 Constitution by a gray touched creature's attacks rises as a zombie under that creature's control 24 hours later.

Gray Traits: A gray touched mekillot is immune to all negative energy attacks and also receives a +4 competence bonus to all saves regarding paralysis, stunning, disease, death effects and any necromantic effect.

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

Psi-Like Abilities: The gray touched can use the spells *detect undead* and *hide from undead* at will. Manifest level 16th.

Swallow Whole (Ex): A mekillot can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 4 points of acid damage per round from the mekillot's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan mekillot's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Trample (Ex): Reflex half DC 30. The save DC is Strength-based.

Turnable (Ex): Because they are so close to becoming undead, grey touched can be turned, rebuked, or commanded. They have +4 turn resistance.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural prescience of a gray touched mekillot at a distance of 15 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

Carrying Capacity: A light load for a mekillot is up to 12,768 pounds; a medium load, 12,769 -25,784 pounds; a heavy load, 25,784 - 38,400 pounds. A mekillot can drag 192,000 pounds

Creating a Gray Touched

“Gray Touched” is an acquired template that can be added to any aberration, animal, giant, humanoid, magical beast, monstrous humanoid or plant. The creature (hereafter referred to as the base creature) has all the base creature’s characteristics, except as noted here. Do not recalculate the creature’s base attack bonus, saves, or skill points.

Size and Type: Creatures with this template keep their type and size, except for animals, whose type changes to magical beast (augmented animal). Creatures with this template also gain the Psionic subtype.

Special Attacks: A gray touched creature gains the special attacks described below.

Constitution Damage (Ex): A gray touched creature’s natural weapons deal an additional 1 point of **Constitution** damage with each attack. A creature reduced to 0 **Constitution** by a gray touched creature’s attacks rises as a zombie under that creature’s control 24 hours later.

Psi-Like Abilities: The gray touched can use the spells *detect undead* and *hide from undead* at will. Manifest level equals **Hit Dice**.

Special Qualities: A gray touched creature gains the special qualities described below.

Gray Traits: A gray touched is immune to all negative energy attacks. Gray touched also receive a +4 **competence bonus** to all **saves** regarding paralysis, stunning, disease, death effects and any necromantic effect.

Turnable (Ex): Because they are so close to becoming undead, grey touched can be turned, rebuked, or commanded. They have +4 turn resistance.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural prescience of a gray touched at a distance of 15 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

Abilities: **Con** –2.

Environment: Any.

Organization: Any.

Challenge Rating: +1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as the base creature.

Level Adjustment: +2.

Guardian

An obsidian orb two feet in diameter and utterly without flaw, this object simply sits there, passively reflecting your curious expressions in its smooth surface.

A guardian is the disembodied mind of a powerful psion that has been permanently embedded into a perfectly formed obsidian sphere. Created during the Green Age, guardians are left utterly bereft of any sense of identity or personality by the transformational process and serve instead in a number of ways as immortal slaves for the society that created them.

Although their identities are effectively erased by the embedding, guardians’ minds remain potent tools and they retain full use of their psionic abilities. A guardian can receive and understand complex instructions, and act on them where necessary, but it cannot conceive of itself

as anything other than a servile device, a tool that exists to serve its masters.

Guardians are used as border guards, laborers, illumination, hunters, record keepers and so forth. Any task that can be carried out by an intelligent yet utterly dependent psionic mind can be assigned to a guardian.

The overwhelming majority of guardians date back to Athas’ Green Age, as only a tiny handful still know the science of their creation. Over the millennia, time has not always been kind to the embodied psyches, however, and some guardians are extremely dangerous as a result. Whether through some deterioration in the embedding or, as some have suggested, through a vestigial resurgence of self-awareness, these guardians have become insane. Unable to effectively distinguish between friend and foe, order or obstacle, they lash out with devastating force at whatever they perceive to be a threat.

On Athas, the largest known concentration and use of guardians is in the area of Saragar. A great border network of guardians protects this place and the constructs are seen as integral cogs of local life. Most guardians of Saragar were criminals or deviants in life, and the embedding procedure was used as a particularly final form of punishment.

Laborer

This example uses a 10th level **psion** (**shaper**) as the base creature.

The backbone of Green Age psionic life, the laborer class of guardian are put to use as lifters, porters, drivers, lighters, investigative aids and the like, helping the citizens of Saragar through their daily lives.

Combat

Laborer guardians do not make good individual combatants as their lack of awareness and tactical experience puts them at a distinct disadvantage when faced with free-thinking foes. Under guidance, however, a laborer guardian can be a potent foe, directing its metacreative strikes against its masters’ hapless targets.

Psi-Like Abilities: Commonly known powers: 1st—*astral construct, control light, psionic grease, psionic minor creation, skate*; 2nd—*mental disruption, psionic levitate, psionic repair damage, thought shield*; 3rd—*dispel psionics, ectoplasmic cocoon, mind trap, telekinetic force*; 4th—*energy adaptation, psionic divination, psionic fabricate, quintessence*; 5th—*catapsi, hail of crystals, power resistance psionic major creation*.

Power Points: 98

Manifest level 10th

Seeker

This example uses a 10th level **psion** (**seer**) as the base creature.

Seekers are those guardians whose advanced clairsentient abilities are used to locate and track items or persons of interest to the state. In modern-day Saragar, this means the Mindlords. Sometimes even carried abroad in heavy palanquins to probe the very reaches of the Mindlords’ territory, seeker guardians are tenacious and uncompromising hunters.

	Laborer Small Construct (Augmented Humanoid, Psionic)	Seeker Small Construct (Augmented Humanoid, Psionic)
Hit Dice:	10d10+10 (65 hp)	10d10+10 (65 hp)
Initiative:	—	—
Speed:	—	—
Armor Class:	16 (+1 size, -5 Dex, +10 natural)	16 (+1 size, -5 Dex, +10 natural)
Base Attack/Grapple:	+5/—	+6/—
Attack:	—	—
Full Attack:	—	—
Space/Reach:	5 ft./—	5 ft./—
Special Attacks:	Psionics	Psionics
Special Qualities:	Construct traits, darkvision 60 ft., DR 10/metal, low-light vision	Construct traits, darkvision 60 ft., DR 10/metal, low-light vision
Saves:	Fort +3, Ref +3, Will +4	Fort +3, Ref +3, Will +6
Abilities:	Str —, Dex —, Con —, Int 15, Wis 12, Cha 1	Str —, Dex —, Con —, Int 12, Wis 16, Cha 1
Skills:	Appraise +9, Bluff +7, Concentration +15, Psicraft +15, Sense Motive +8, Search +8, Spot +15	Autohypnosis +7, Bluff +6, Concentration +8, Gather Information +9, Knowledge (geography) +8, Knowledge (history) +8, Listen +10, Psicraft +8, Remote View +8, Search +5, Sense Motive +10, Spot +10
Feats:	Enlarge Power, Extend Power, Maximize Power, Psionic Focus,	Greater Psionic Focus, Heighten Power, Inner Strength, Psionic Focus, Quicken Power
Environment	Any	Any
Organization:	Any	Any
Challenge Rating:	12	15
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

Combat

Combat is largely a matter of observation for a seeker guardian, as they possess few offensive powers. A seeker is more likely to call for aid, alerting every creature within range, psionic or otherwise, to the plight it is in through repeated mental broadCasts.

Psi-Like Abilities: Commonly discovered powers: 1st—*call to mind, destiny dissonance, know direction and location, missive, precognition*; 2nd—*clairvoyant sense, object reading, psionic identify, sensitivity to psychic impression*; 3rd—*escape detection, eradicate invisibility purge, fate link, ubiquitous vision*; 4th—*anchored navigation, aura sight, detect remote viewing, remote viewing*; 5th—*clairtangent hand, power resistance, psionic true seeing, second chance*; 6th—*co-opt concentration, reater precognition, remote view trap*; 7th—*fate of one*.

Power Points: 166
Manifester level 13th

Warrior

This example uses a 7th level **psychic warrior** as the base creature.

Warrior guardians are just that – constructs designed to wreak death and devastation amongst the enemy. Warrior guardians are clever foes, making the most of the virtual invulnerability and striking hard and fast against their targets.

Combat

In combat, a warrior guardian will attack from range wherever possible, taking advantage of the fact that it does not appear threatening, if at all possible. It also uses touch-based powers to discourage foes from attacking it

physically and will attack a single target relentlessly before moving on to another.

Psi-Like Abilities: 1st—*biofeedback, inertial armor, offensive prescience*; 2nd—*feat leech, painful strike, Strength of my enemy*; 3rd—*greater concealing amorpha*.

Power Points: 18
Manifester level 7th

Watcher

This example uses a 7th level **psion (telepath)** as the base creature.

A watcher guardian is a gatekeeper, sentinel and border guard, used to secure the vulnerable areas of Saragar and its environs. In conjunction with warrior guardians, the watchers form the first line of defense against intruders in the lands of the Last Sea.

Combat

Watchers can engage in combat if needed, but are far from the equal of most threats. A watcher's primary task is to remain alert for unwelcome intruders, and then to alert overseers who will engage warriors and seekers to find and eliminate the foe.

Psi-Like Abilities: Commonly discovered powers: 1st—*disable, empathy, mindlink, psionic charm*; 2nd—*aversion, brain lock, psionic suggestion, read thoughts*; 3rd—*crisis of breath, false sensory input, psionic blast, time hop*; 4th—*psionic dominate, psionic modify memory*.

Power Points: 53
Manifester level 7th

	Warrior Small Construct (Augmented Humanoid, Psionic)	Watcher Small Construct (Augmented Humanoid, Psionic)
Hit Dice:	10d10+10 (65 hp)	10d10+10 (65 hp)
Initiative:	+4	—
Speed:	—	—
Armor Class:	16 (+1 size, -5 Dex, +10 natural)	16 (+1 size, -5 Dex, +10 natural)
Base Attack/Grapple:	+5/—	+3/—
Attack:	—	—
Full Attack:	—	—
Space/Reach:	5 ft./—	5 ft./—
Special Attacks:	Psionics	Psionics
Special Qualities:	Construct traits, darkvision 60 ft., DR 10/metal, low-light vision	Construct traits, darkvision 60 ft., DR 10/metal, low-light vision
Saves:	Fort +3, Ref +3, Will +4	Fort +3, Ref +3, Will +4
Abilities:	Str —, Dex —, Con —, Int 10, Wis 12, Cha 1	Str —, Dex —, Con —, Int 10, Wis 12, Cha 1
Skills:	Autohypnosis +4, Bluff +1, Concentration +3, Listen +2, Search +1, Sense Motive +2, Spot +2	Autohypnosis +2, Concentration +6, Knowledge (geography) +6, Listen +3, Psicraft +6, Search +2, Sense Motive +7, Spot +3
Feats:	Blindfight, Combat Reflexes, Disarm Mind, Improved Initiative, Maximize Power, Quicken Power	Enlarge Power, Extend Power, Persistent Power
Environment	Any	Any
Organization:	Any	Any
Challenge Rating:	9	9
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

Creating a Guardian

“Guardian” is an acquired template that can be added to any psionic creature (referred to hereafter as the base creature). For creatures with psionic classes, only psions and psychic warriors may become guardians. Wilders and wild talents rely upon a force of will which is removed during the transformation process.

A guardian loses many physical and mental traits as part of the embedding process, described below.

Size and Type: The creature’s type changes to construct (augmented version of base creature) and size becomes Small.

Hit Dice and Hit Points: Every guardian has 10 construct **Hit Dice**, innate to the obsidian orbs used in their creation, yielding **10d10+10 hit points** (average 65).

Speed: Guardians are immobile (use of psionics notwithstanding).

Armor Class: A guardian loses the armor bonuses of the base creature but receives +10 **natural armor** from the obsidian orb, a +1 **size bonus** and a –5 penalty for having no **Dex** score, for an **AC** of 16.

Base Attack/Grapple: Although they are incapable of making physical attacks, guardians retain the **BAB** of the base creature for use in psionic attacks.

Attacks: Guardians are incapable of making physical attacks and must rely upon their psionic powers to interact with the world around them.

Damage: All damage is derived from purely psionic sources as the guardian has no physical attack form.

Special Attacks: A guardian retains the Manifester level and all psionic powers of the base creature but loses all other special attack forms of the base creature.

Special Qualities: The guardian gains low-light vision and darkvision out to 60 feet as a function of the special obsidian orb into which it is embedded. A guardian gains

DR 10/metal due to the innate resilience of the obsidian orb. They are immune to all charms, compulsions, phantasms, patterns and morale effects due to their lack of self-awareness. They are immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects. They are immune to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain. A guardian cannot heal damage on its own but can be repaired through use of the **Craft Construct** feat (MM p303).

Base Save Bonuses: A guardian receives save bonuses based on its new form (**Fort +3, Ref +3, Will +3**), modified by its abilities. As constructs, guardians are immune to most effects requiring **Fortitude** saves.

Abilities: As they are immobile constructs with no individual identities, guardians lose all physical abilities (**Strength, Dexterity, Constitution**) and have their **Charisma** reduced to 1). **Intelligence** and **Wisdom** scores are unaffected.

Skills: A guardian retains the skills of the base creature, but may be unable to use many of these, should they require physical activity (**Climb, Jump, Ride** etc).

Feats: A guardian retains the feats of the base creature, but may be unable to use many of these, should they require physical activity (**Dodge** etc).

Environment: A guardian has no specific environment, but is placed or sent wherever its master desires.

Organization: Guardians are organized according to the needs of their owners and have no inherent method of organization as they lack any sense of self-awareness.

Challenge Rating: As the base creature +2.

Treasure: None, although guardians are often used to watch over valuables.

Alignment: Always neutral.

Advancement: None. Guardians are static constructs.

Level Adjustment: None. Guardians are unsuitable as player characters.

Half-Drake

On Athas, the elemental and paraelemental drakes are at the very top of the food chain. Few are those creatures that can withstand the onslaught of such a beast, and so it comes as a surprise to many to learn that drakes can and do breed with other species. Half-drakes are nevertheless extremely rare, not least because of the drakes' bestial natures, and humanoid half-drakes are rarer still. However, young drakes have been captured and used in vile breeding experiments by more than one deranged mage, and there also exist devout elemental clerics who seek union with these beings under the aegis of mighty magics. Their half-drake offspring are often revered as prophets or seers amongst the element's worshippers on Athas.

Half-drake creatures are always more formidable than others of their kind, and their appearance betrays their nature: scales or sleek hide, elongated features, exaggerated teeth and claws, and eyes like burning embers, glittering gems, shifting waters, or the sun itself. Some breeds possess diaphanous wings, vestigial tails or even spines and fluted crests atop the head.

Sample Half-Air Drake Mountain Stalker

A winged giant with a black hide mottled by translucent blue scales, this reptilian creature has a beastlike muzzle filled with long fangs. Its four tentacle-arms are lined with raking claws and end in snapping pincers, and a blue crest begins atop its head and runs down the length of its spine to meet a short tail.

This example uses a mountain stalker as the base creature and an air drake as the drake parent.

Large Dragon (Augmented Giant)

Hit Dice: 10d10+50 (105 hp)

Initiative: +3

Speed: 40 ft. (8 squares), fly 80 ft. (average)

Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +7/+22

Attack: Tentacle rake +17 melee (3d6+11) or claw +17 melee (1d6+11)

Full Attack: 4 tentacle rakes +17 melee (3d6+11) and bite +12 melee (1d8+11); or 2 claws +17 melee (1d6+11) and bite +12 melee (1d8+11)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft., immunity to electricity, *sleep*, and paralysis, low-light vision

Saves: Fort +12, Ref +8, Will +3

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Abilities: Str 32, Dex 16, Con 21, Int 8, Wis 10, Cha 9

Skills: Climb +18, Listen +5, Spot +5

Feats: Alertness, Cleave, Lightning Reflexes, Power Attack

Environment: Mountains

Organization: Solitary, pair, or clan (4-10)

Challenge Rating: 10

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: —

A half-air drake mountain stalker is king among its people, dominating the cliffsides with its ability to fly and possessing a keener intellect.

Half-air drake mountain stalkers speak Giant.

Combat

Half-air drake mountain stalkers often command their fellows in cliff-side raids against other tribal peoples.

Breath Weapon (Su): 60-foot line, once per day, damage 6d8 lightning, Reflex DC 20 half. The save DC is Constitution-based.

Skills: Mountain stalkers benefit from a +4 racial bonus to Climb checks.

Creating a Half-Drake

"Half-drake" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-drake uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-air or half-sun drake that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-earth or half-magma drake that is Large or larger has claws of such resilience that it can burrow at 10 ft. speed. A half-fire drake that is Large or larger develops powerful hind legs that add 20 to its base land speed. A half-silt, half-rain or half-water drake that is Large or larger develops fin-like growths along its body, allowing it to swim at its base land speed. A half-drake that is Medium or smaller does not develop these characteristics.

Armor Class: Natural armor improves by +4.

Attack: A half-drake has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-drake retains this ability. A half-drake fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-drake fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-drakes have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Special Attacks: A half-drake retains all the special attacks of the base creature and gains a breath weapon based on the drake variety (see the table below), usable once per day. A half-drake's breath weapon deals 6d8 points of damage. A successful **Reflex save** (DC 10 + 1/2 half-drake's **racial HD** + half-drake's **Con** modifier) reduces damage by half. A half-drake's breath weapon does not always match the parent drake's attack form, instead developing through the unique combination of mortal and elemental draconic forces melded within the half-drake.

Drake

Variety	Breath Weapon/Special Ability
Air	60-foot line of electricity
Earth	30-foot cone of scouring sand (deals half fire and half piercing and slashing damage)
Fire	30-foot cone of fire
Magma	30-foot cone of lava (deals half fire and half bludgeoning damage)
Rain	30-foot cone of cold
Silt	30-foot cone of acid
Sun	30-foot cone of heat (deals fire damage)
Water	30-foot cone of water (deals half cold and half bludgeoning damage)

Special Qualities: A half-drake has all the special qualities of the base creature, plus **darkvision** out to 60 feet and **low-light vision**. A half-drake has immunity to **sleep** and paralysis effects, and an additional immunity based on its drake variety.

Drake Variety	Immunity	Drake Variety	Immunity
Air	Electricity	Rain	Cold
Earth	Acid	Silt	Acid
Fire	Fire	Sun	Fire
Magma	Fire	Water	Cold

Abilities: Increase from the base creature as follows: **Str** +8, **Con** +2, **Int** +2, **Cha** +2.

Skills: A half-drake gains skill points as a **dragon** and has skill points equal to (6 + **Int** modifier) x (HD + 3). Do not include **Hit Dice** from class levels in this calculation—the half-drake gains **dragon** skill points only for its **racial Hit Dice**, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the drake variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the drake variety.

Level Adjustment: Same as base creature + 3.

Half-Elementals — Paraelements

Half-elementals are the result of unions between elementals and mortal creatures, or are created by some magical infusion of elemental power into a mortal at birth (usually through strange and often distasteful rites). Such creatures are normally left among their mortal kin, never again thought of by their otherworldly sires.

Half-paraelementals are those half-elementals that stem from the elemental planes known on Athas as Magma, Rain, Silt and Sun. Half-paraelementals always have some aspect of their elemental nature displayed in both their appearance and their temperament. Magma half-paraelementals are often ruled by their smoldering desires

and have a ruddy appearance. Some smell of smoke or seem hot to the touch. Rain half-paraelementals are temperamental creatures, given to great generosity but great hatred as well. Sinuous and graceful, they often have a gray-blue blush to their skin. Silt half-paraelementals are dry and languorous in their ways. Dust seems to cling to them and their expressions are often dull and flat. Those whose ancestry is of the sun, by contrast, are passionate and energetic figures, often with bright and compelling countenances. Equally often, however, they are self-destructive by nature and will readily burn those who come too close to their flame.

Creating a Half-Elemental

Half-elemental is an inherited template that can be added to any corporeal creature with an **Intelligence** score of 4 or more (hereafter referred to as the "base creature"). Because the half-elemental is still mostly flesh, it cannot be of the elemental type. Instead, the creature's type changes to *Outsider*. It uses all of the base creature's statistics and special abilities, except as noted here.

Armor Class: +1 natural armor (+2 for magma)

Special Attacks: A half-elemental retains all the special attacks of the base creature. Half-elementals with a **Wisdom** score of 8 or higher possess the following spell-like abilities, using their character level as caster level, as specified in the table. Each ability is useable once per day.

Special Qualities: A half-elemental retains all the special qualities of the base creature. A half-elemental gains the relevant elemental subtypes of its parent elemental but no other special qualities. Each paraelement corresponds to a pair of classic elements, according to the following table:

Paraelement	Subtypes
Magma	Earth and Fire
Rain	Air and Water
Silt	Earth and Water
Sun	Air and Fire

Saves: Same as the base creature.

Abilities: Change from the base creature as follows:

Magma: **Str** +2, **Con** +4

Rain: **Str** +2, **Dex** +2, **Int** +2, **Wis** +2, **Cha** +2

Silt: **Dex** +4, **Int** +2, **Con** +2, **Cha** -2

Sun: **Dex** +2, **Con** +4, **Int** +2, **Wis** +2, **Cha** -2

Skills and Feats: A half-elemental gains skills and feats as the base creature.

Environment: Same as either the base creature or the elemental.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature + 2.

Alignment: Same as the base creature.

Treasure: Same as the base creature.

Advancement: Same as the base creature.

Level Adjustment: +3.

Half-Magma Elemental

Favored Class: Brute, Fighter

Level	Ability	Level	Ability
1-2	<i>Burning hands</i>	11-12	<i>Firestorm</i>
3-4	<i>Pyrotechnics</i>	13-14	<i>Earthquake</i>

5-6	<i>Flaming sphere</i>	15-16	<i>Magma tunnel</i>
7-8	<i>Stinking cloud</i>	17-18	<i>Elemental swarm</i>
9-10	<i>Wall of fire</i>	19+	<i>Plane shift</i>

Half-Rain Elemental

Favored Class: Cleric, Druid

Level	Ability	Level	Ability
1-2	<i>Eye of the storm</i>	11-12	<i>Transmute rock to mud</i>
3-4	<i>Chill touch</i>	13-14	<i>Control water</i>
5-6	<i>Sleet storm</i>	15-16	<i>Control weather</i>
7-8	<i>Water breathing</i>	17-18	<i>Elemental swarm</i>
9-10	<i>Ice storm</i>	19+	<i>Plane shift</i>

Half-Silt Elemental

Favored Class: Rogue, Wizard

Level	Ability	Level	Ability
1-2	<i>Ray of enfeeblement</i>	11-12	<i>Cloudkill</i>
3-4	<i>Sand pit</i>	13-14	<i>Acid fog</i>
5-6	<i>Glitterdust</i>	15-16	<i>Waves of Exhaustion</i>
7-8	<i>Surface walk</i>	17-18	<i>Elemental swarm</i>
9-10	<i>Control tides</i>	19+	<i>Plane shift</i>

Half-Sun Elemental

Favored Class: Ranger, Wizard

Level	Ability	Level	Ability
1-2	<i>Color spray</i>	11-12	<i>Fire shield</i>
3-4	<i>Cooling canopy</i>	13-14	<i>Sunbeam</i>
5-6	<i>Searing light</i>	15-16	<i>Sunburst</i>
7-8	<i>Daylight</i>	17-18	<i>Elemental swarm</i>
9-10	<i>Blindscorch</i>	19+	<i>Plane shift</i>

Sample Half-Magma Feylaar

A large four-armed ape with shiny, flame-colored fur looks at you with deep red eyes. Its bony head plates are a deep crimson and have an unnatural glow to them. This muscular beast, taller than an elf, looks like it's ready to pounce.

This example uses a feybaar as the base creature.

Large Outsider (Fire, Earth, Psionic)**Hit Dice:** 7d8+21 (52hp)**Initiative:** +2**Speed:** 30 ft. (6 squares)**Armor Class:** 16 (+2 Dex, -1 size, +5 natural), touch 11, flat-footed 14**Base Attack/Grapple:** +7/+23***Attack:** Slam +10 melee (1d6+4)**Full Attack:** 4 slams +10 melee (1d6+4) and bite +8 melee (1d8+2)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Constrict 1d6+4, *death field*, improved grab, psi-like abilities, spell-like abilities**Special Qualities:** Darkvision 60 ft.**Saves:** Fort +5, Ref +7, Will +5**Abilities:** Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 9**Skills:** Climb +17, Jump +9, Psicraft +6, Search +6, Spot +5, Survival +5**Feats:** Ability Focus (*death field*), Improved Initiative, Multiattack**Environment:** Forests**Organization:** Family (1-4) or clan (3-6 families)**Challenge Rating:** 6**Treasure:** Standard**Alignment:** Usually lawful neutral**Advancement:** By character class**Level Adjustment:** +7

The mystical energies that created this creature have made a powerful beast. The half-elemental feybaar has many potent powers and abilities to defend itself.

Combat

Feylaars are intelligent and dangerous opponents who make full use of their psionic powers to defeat their foes. If able, they prefer to strike from ambush, using their *chameleon* or *invisibility* power to attack unseen. In battle, they use *displacement* and *dimension door* where appropriate to outmaneuver and flank their enemies, resorting to their terrible *death field* ability when faced with defeat.

Once they close with a target, feylaars strike with a hammering series of blows, followed with a ripping bite. They will grapple if possible and crush their targets into submission, using powers like *psychic vampire* and *inflict pain* to exacerbate their attacks.

Constrict (Ex): A feybaar deals 1d6+4 points of damage with a successful grapple check.

Death Field (Ps): This innate psionic power may be used 3 times per day. When activated, the feybaar sacrifices a number of hit points, up to its current total. All creatures within 20 feet must make a successful Fortitude save (DC 12) or suffer damage equal to the amount of hit points sacrificed by the feybaar. A successful save negates this damage. Death field is the equivalent of a 3rd-level psionic power. The save DC is Charisma-based.

Improved Grab (Ex): If it successfully hits with its slam attack, the feybaar may initiate a grapple attempt as a free action without provoking an attack of opportunity. *A feybaar has a +8 racial bonus on grapple checks.

Psi-Like Abilities: 3/day – *body adjustment* (2d12*), *chameleon*, *cloud mind* (DC 11), *conceal thoughts*, *ecotoplasmic form*, *false sensory input* (2 targets, DC 12*), *id insinuation* (3 targets, DC 13*), *mindlink* (unwilling targets, 2 targets, DC 10*), *psionic dimension door*, *psionic dominate* (DC 13*), *psychic vampire* (DC 13). Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the feybaar's manifester level.

Spell-Like Abilities: 1/day—*burning hands* (DC 10), *flaming sphere* (DC 11), *pyrotechnics* (DC 11), *stinking cloud* (DC 12). Caster level 7th. The save DCs are Charisma-based.

Skills (Ex): The feybaar receives a +8 racial bonus on Climb checks.

Sample Half-Rain Crag Giant

This huge creature regards you as you would look upon a mulworm. Its skin has a soft blue hue, and its long black hair flows with the wind. The huge stone dagger it holds in its hand is covered with depictions of lightning.

This example uses a crag giant as the base creature.

Huge Outsider (Air, Water)

Hit Dice: 16d8+112 (184 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 23 (-2 size, +2 Dex, +13 natural), touch 10, flat-footed 21

Base Attack/Grapple: +12/+32

Attack: Stone dagger +21 melee (1d8+11/19-20) or slam +22 melee (1d8+12) or rock +14 ranged (2d8+12)

Full Attack: Stone dagger +21/+16/+11 melee (1d8+11/19-20) or 2 slams +22 melee (1d8+12) or rock +14 ranged (2d8+12)

Space/Reach: 15 ft./15 ft.

Special Attacks: Rock throwing, spell-like abilities

Special Qualities: Low-light vision, rock catching

Saves: Fort +17, Ref +6, Will +7

Abilities: Str 35 Dex 15, Con 24, Int 9, Wis 14, Cha 12

Skills: Climb +18, Jump +21, Listen +7, Spot +7, Survival +7

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (rock)

Environment: Mountains (Lonely Butte)

Organization: Solitary, family (5-10)

Challenge Rating: 13

Treasure: Standard

Alignment: Usually chaotic

Advancement: By character class

Level Adjustment: +7

With a deep affinity for the elements of the storm, this giant bears the ancestry of his people's beliefs in his very blood. Amongst fellow crag giants, one touched by the elements in this way would be treated with deference at worst – and revered at best.

Combat

This half-rain crag giant possesses magical powers that place him head and shoulders above his fellows. Foes are likely to find themselves pummeled with freezing elemental attacks, followed by crushing physical punishment at the hands of this behemoth.

Rock Catching (Ex): A half-rain paraelemental crag giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a [Reflex save](#) to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A half-rain paraelemental crag giant can hurl rocks of 60 to 80 pounds (Medium objects).

The range increment is 140 feet for a crag giant's thrown rocks.

Spell-Like Abilities: 1/day—*chill touch* (DC 12), *control water* (DC 17), *control weather*, *eye of the storm*, *ice storm*, *sleet storm*, *transmute rock to mud* (DC 16), *water breathing* (DC 14). Caster level 16th. The save DCs are Charisma-based.

Sample Half-Silt Dray

You are startled to be confronted by a tall, lean draconic being with scaly skin, hairless body, and clawed limbs. It has no wings, but its reptilian features, combined with its long tail, leave you in little doubt as to its heritage. Fine particles of dust seem to hang in the air about it, and its gaze is dead and silt-dry.

This example uses an 8th-level second generation dray defiler as the base creature.

2nd Generation Dray, 8th-Level Defiler

Medium Outsider (Earth, Water)

Hit Dice: 8d4+16 (36 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17

Base Attack/Grapple: +4/+5

Attack: Claw +5 melee (1d4+1) or +2 dagger +7 melee (1d4+3/19-20)

Full Attack: 2 claws +5 melee (1d4+1) and bite +3 melee (1d6); or +2 dagger +7 melee (1d4+3/19-20) and bite +3 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells, spell-like abilities

Special Qualities: Darkvision 60 ft., less water, light sensitivity, low-light vision, resistance to fire 10

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

Abilities: Str 13, Dex 15, Con 14, Int 17, Wis 8, Cha 8

Skills: Concentration +13, Craft (alchemy) +14, Decipher Script +14, Knowledge (arcana) +14, Spellcraft +16

Feats: Agonizing Radius, Efficient Raze, Multiattack, Path Sinister, Scribe Scroll

Environment: Underground (New Giustenal)

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +4

As with all half-elementals, this creature is a result of elemental forces inflicted upon mortal flesh. This sample dray crossbreed details a creature that would be outcast and hunted as an abomination amongst its own people. Defiling skills (perhaps learned in New Giustenal prior to the development of latent elemental traits) have allowed it to survive, but it must live a life of secrecy and seclusion, nurturing its power until it is able to stake its claim in an unwelcoming world.

Combat

With its elemental ancestry and skills as a defiler, this dray crossbreed is able to defend itself physically if necessary but is better served by its magical abilities, both inborn and learned. Targets will be attacked from a distance with rays and acid arrows as well as by

summoned creatures. If forced to melee, the creature will make ample use of magical touch spells to lay low its enemies. It will use the silt itself to flee, if possible, escaping to safety over its treacherous waves.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when active, and only 1/4 the requirement when they are inactive.

Light Sensitivity (Ex): Dray are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +2 *steel dagger*, *staff of swarming insects* (20 charges), *potion fruits of fly* (2), *fox's cunning*, and *neutralize poison*. (Different half-elementals may have different possessions).

Spells: The half-silt elemental dray casts spells as an 8th-level wizard (defiler)

Typical wizard spells prepared (4/5/4/4/2; save DC 13 + spell level): 0—*acid splash**, *disrupt undead* (x2), *touch of fatigue**; 1st—*chill touch** (x2), *mage armor*, *ray of enfeeblement** (x2); 2nd—*fog cloud*, *melf's acid arrow**, *summon monster II**, *spectral hand*; 3rd—*halt undead*, *phantom steed*, *stinking cloud**, *vampiric touch** (x2); 4th—*enervation**, *evard's black tentacles**.

*Path Sinister spell (+1 caster level).

Spell-Like Abilities: 1/day—*cloudkill* (DC 14), *control tides*, *glitterdust* (DC 11), *ray of enfeeblement*, *sand pit*, *surface walk* (DC 12). Caster level 12th. The save DCs are Charisma-based.

Sample Half-Sun Dwarf

A short, hairless humanoid with low, beetling brows and thick, sturdy limbs stands beneath the hot sun, his skin deeply tanned and red-tinged, his eyes watching you with steady appraisal.

This example uses a 4th level dwarven sun cleric as the base creature.

Dwarf, 4th-level Sun Cleric Medium Outsider (Air, Fire)

Hit Dice: 4d8+19 (37 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 19 (+2 Dex, +1 natural, +6 +1 *breastplate*), touch 12, flat-footed 17

Base Attack/Grapple: +3/+5

Attack: +1 *bone warhammer* +5 melee (1d8+2/x3)

Full Attack: +1 *bone warhammer* +5 melee (1d8+2/x3)

Space/Reach: 5 ft./5 ft.

Special Abilities: Spell-like abilities, spells

Special Qualities: Darkvision 60 ft., dwarf traits, immunity to fire, vulnerability to cold

Saves: Fort +8, Ref +3, Will +8

Abilities: Str 14, Dex 14, Con 19, Int 12, Wis 18, Cha 4

Skills: Concentration +7, Craft (weaponsmithing) +3, Diplomacy -1, Heal +6, Knowledge (arcana) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +5, Spellcraft +3, Spot +5

Feats: Toughness, Weapon Focus (warhammer)

Environment: Any

Organization: Solitary, team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains).

Challenge Rating: 6

Treasure: Standard coins; double goods; standard items

Alignment: Usually lawful good or lawful neutral

Advancement: By character class

Level Adjustment: +2

Blessed by the element most commonly revered amongst his people, this dwarven cleric is a paragon of spirituality. Most likely a community leader or *uhrnomus*, he uses his varied abilities for the furtherance of tribe and element alike.

Combat

Half-sun paraelemental beings usually attack with a more direct, head on approach to fighting, and are very aggressive.

Spells: *Typical Cleric Spells Prepared* (5/5/4; save DC 14 + spell level): 0—*create element*, *detect magic*, *guidance*, *purify food and drink*, *resistance*; 1st—*color spray**, *bleed*, *bleed element*, *heat lash* (x2); 2nd—*aid*, *align weapon*, *zone of truth**.

*Domain spell. Elemental: Sun. Domains: Blossom of the Sky (water consumption halved, auto success Fort save vs. naturally occurring heat), and Clarity of Light (burn liars with sun 1/day).

Spell-like Abilities: 1/day—*color spray* (DC 8), *cooling canopy* (DC 8). Caster level 4th. The save DCs are Charisma-based.

Possessions: +1 *bone warhammer*, +1 *breastplate*, *potion fruits of cure moderate wounds* (2) and *cure light wounds* (10), *scrolls of aid*, *bull's Strength*, *bear's endurance*, and *shatter*. (Different half-elementals may have different possessions.)

Half-Elf

Half-Elf, 1st Level Warrior

Medium Humanoid (Elf)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bone longsword +1 melee (1d8/19-20) or longbow +2 ranged (1d8/x3)

Full Attack: Bone longsword +1 melee (1d8/19-20) or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Half-elf traits

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

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

Skills: Climb +2, Disguise -2 (+0 elves and humans), Handle Animal +2, Jump +2, Listen +3, Search +1, Spot +3, Survival +1

Feats: Alertness

Environment: Any

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Any

Advancement: By character class

Level Adjustment: +0

A tall, slender man, this warrior is too solidly built to be a full-blooded elf.

Unlike the parents of muls, elves and humans are often attracted to each other. Half-elves are typically the unwanted product of a casual interracial encounter.

Half-elves are notorious loners. Many Athasians believe that half-elves combine the worst traits of both races, but the most difficult aspect of half-elves – their lack of self-confidence – comes from a life of rejection from both parent races rather than their mixed origins. Half-elves try in vain to gain the respect of humans or elves.

Averaging over six feet tall, half-elves combine elven dexterity with human resilience. Bulkier than elves, most half-elves find it easier to pass themselves off as full humans than as full elves, but all have some features that hint at their elven heritage.

Combat

Half elves develop their combat abilities according to the surrounding influences. When left to their own devices, half elves prefer to avoid combat or use their slyness to turn a conflict to their own advantage. When cornered, they display something of the feral hunger that makes their elven parents so feared as raiders but otherwise will approach battle with the same degrees of careful consideration as most civilized humans.

Half Elf traits (Ex):

- +2 **Dexterity**, -2 **Charisma**. Half-elves are limber like their elven parents, but their upbringing leaves them with a poor sense of self, and affects their relations with others.
- Medium: As Medium creatures, half-elves have no bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- **Low-light vision**.
- Half-elves gain a +2 racial bonus to **Disguise** checks when impersonating elves or humans.
- +1 racial bonus on **Listen**, **Search** and **Spot** checks. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on all **Survival** and **Handle Animal** checks. Half-elves spend a lot of time in the wilds of the tablelands.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus languages: Any.
- Favored Class: Any.

The half-elf warrior presented here had the following ability scores before racial adjustments: **Str** 13, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8.

Half Elven Society

Humans distrust the half-elf's elven nature, while elves have no use for their mixed-blood children; elven traditions demand that such children be left behind. Human society gives half-elves a better chance of survival but even less kindness. Half-elves sometimes find friendship among muls or even thri-kreen. Half-elves will cooperate with companions when necessary, but find it difficult to rely on anyone. Many half-elves also turn to the animal world for company, training creatures to be servants and friends. Ironically, the survival skills and animal affinity that half-elves developed to cope with isolation make them valuable beast handlers.

Lawful and neutral half-elves labor for acceptance from a parent race, while chaotic ones have given up on acceptance, electing instead to reject the society that has rejected them. Despite their unique nature, half-elves don't form communities. The few half-elves that settle down tend to live among humans, who unlike elves at least find a use for them.

Because of their alienation from society and their affinity with animals, half-elves make excellent druids. Some half-elves turn their resentment of society into a profession and become sullen bullying templars. As clerics, they are drawn to water's healing influence.

Mastery of the Way often provides the independence and self-knowledge that half-elves seek, and membership in a psionic academy can provide the half-elf with acceptance.

Half-elves often take up arcane studies, because it is a solitary calling.

Half-elves all speak the common tongue. A few half-elves pick up the elven language.

Half-Giant

Large Giant

Hit Dice: 2d8+4 (13 hp)

Initiative: -1

Speed: 40 ft. (8 squares)

Armor Class: 12 (-1 size, -1 Dex, +2 natural, +2 leather), touch 8, flat-footed 12

Base Attack/Grapple: +1/+9

Attack: Greatclub +4 melee (2d8+6)

Full Attack: Greatclub +4 melee (2d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Half-giant traits

Saves: Fort +5, Ref -1, Will -2

Abilities: Str 18, Dex 8, Con 15, Int 6, Wis 7, Cha 6

Skills: Climb +6, Jump +9, Listen -1, Spot -1

Feats: Power Attack

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: Standard coins

Alignment: See text

Advancement: By character class

Level Adjustment: +1

Twelve feet of muscle and bone glowers at you as this bulky biped sizes you up. With crude humanoid features, he seems more giant than man, ill at ease in a world half his size.

Half-giants are a cross between giant and human. Simply put, half-giants gain great **Strength**, but dull wits, from their giant heritage, and are nearly as agile as their human forbears.

The origins of their race remain largely unclear. It is known that, in some lost age, the race was born of a union of giant and human, and the nature of that union was most certainly magical, or perhaps a curse. Whatever the truth, the original purpose for the union is unknown. Since that time, ages past, the half-giant race has increased in number and is now fairly common - especially in human controlled lands near the shore of the Sea of Silt. Their size and **Strength** make them sought after as guards and soldiers.

Halfling

Physically, the half-giant is an enormous individual, usually standing about 11 ½ feet tall and weighing around 1,200 pounds. Their countenances are human, but exaggerated, set into a naturally dour - even menacing - expression. Half-giants have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back. They dress in garb suitable to their occupation or environment; otherwise, leg gear (sometimes armored) with leather shoulder harnesses is common. Half-giants mature at about 24 years of age and can live about 170 years.

Combat

Half Giant Traits (Ex):

- +8 Str, +4 Con, -2 Dex, -4 Int, -4 Wis, -4 Cha. Half giants are renowned for their great Strength and dull wits.
- Large: As Large creatures, half giants receive a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They must use much larger weapons than humans would, and their lifting and carrying limits are double those of a Medium character.
- A half giant's base land speed is 40 ft.
- Space/Reach: 10 ft./10 ft.
- Darkvision 60 ft.
- Racial Hit Dice: A half giant begins with 2 levels of giant, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0 and Will +0.
- Racial Skills: A half giant's giant levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Jump, Listen and Spot.
- A half giant's giant levels give it 1 feat.
- Natural Armor: Half giants gain a +2 natural armor bonus to AC.
- Axis Alignment: One aspect of the half giant's alignment must be fixed, and chosen during character creation. The other half must be chosen when they awake each morning. They are only bound to that alignment until they sleep again. For example, a half giant may have a fixed lawful alignment. Every morning, he must choose to be lawful good, lawful neutral or lawful evil. This alignment change is not mandatory.
- Favored Class: Brute.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gith, Giant, Tarek. Half giants will often pick up a race's tongue if imitating them for long enough.
- Level Adjustment +1.

Half Giant Society

Half-giants can switch their attitudes very quickly, taking on new values to fit new situations. A half-giant whose peaceful farming life is disrupted by marauders may soon adopt the morals of the very renegades who sacked his village. A half-giant's nature is to switch his mobile alignment aspect to imitate or otherwise react to a significant change around him.

The overwhelming majority of half-giants speak the language of the community or city-state they were raised in. Many are able to speak Common as well. Also, a few half-giants speak the giant tongue as well, which, to human ears, seems ponderously slow and drawn out; translations are riddled with redundancies and seemingly unnecessary description. Whatever the tongue it speaks, a half-giant's voice is pitched very low and occasionally difficult to understand.

Halfling, 1st Level Warrior Small Humanoid (Halfling)

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +1/-3

Attack: Spear +2 melee (1d6/x3) or sling +6 ranged (1d3)

Full Attack: Spear +2 melee (1d6/x3) or sling +6 ranged (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Halfling traits

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

Abilities: Str 10, Dex 15, Con 11, Int 9, Wis 10, Cha 8

Skills: Climb +4, Diplomacy -1 (-3 non-halflings), Hide +6, Jump -2, Listen +4, Move Silently +4

Feats: Weapon Focus (sling)

Environment: Warm jungles (Forest Ridge)

Organization: Tribe

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +0

A diminutive humanoid standing about waist-high on a man, this individual watches you with a feral wariness in her dark eyes.

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas' past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the dark sun.

Halflings have difficulty understanding others' customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Halflings are small creatures, standing only about 3 1/2 feet tall and weighing 50 to 60 pounds. Rarely affected by age, halfling faces are often mistaken for the faces of human children. They dress in loincloths, sometimes with a shirt or vest, and paint their skins with bright reds and greens. Forest halflings rarely tend to their hair, and some let it grow to great lengths, though it can be unkempt and dirty. They live to be about 120 years old.

Combat

Halflings use stealth and ambush tactics when it comes to combat. They usually employ blow guns with poison darts for easy concealment.

Halfling Traits (Ex):

- -2 Strength, +2 Dexterity: Halflings are quick and stealthy, but weaker than humans.
- Small: Halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than

humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.

- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial attack bonus with a thrown weapons and slings; javelins and slings are common weapons in feral halfling society, and many halflings are taught to throw at an early age.
- +4 racial bonus on Listen checks: Halflings have keen ears.
- +4 to all Wisdom checks that assess smell or taste. Their senses of smell and taste are equally keen.
- -2 penalty to all Diplomacy skill checks when dealing with other races.
- Automatic Languages: Halfling. Bonus languages: Common, Dwarven, Elven, Gith, Rhul-Thaun, Thri-Kreen, Yuan-ti.
- Favored Class: Ranger

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

Halfling Society

Halfling culture dominates their relations with others. Halflings relate very well to each other, since they all have the same cultural traits and are able to understand each other. Halflings of different tribes still share a tradition of song, art and poetry, which serves as a basis of communication. Creatures that do not know these cultural expressions are often at a loss to understand the halfling's expressions, analogies and allusions to well-known halfling stories. Halflings can easily become frustrated with such "uncultured" creatures. Halflings abhor slavery and most halflings will starve themselves rather than accept slavery.

Halflings villages are rare in the Tablelands. Most halflings live in tribes or clans in the Forest Ridge, or in the Rohorind forest west of Kurn. Many dwell in treetop villages. Non-halflings typically only see these villages from within a halfling cooking pot.

Halflings' bond with nature extends into most aspects of their culture. A *shaman* or witch doctor, who also acts as a spiritual leader, often rules their clans. This leader is obeyed without question. Halfling fighters willingly sacrifice themselves to obey their leader.

Many halflings become seers or nomads. In the forest ridge, many tribal halflings become multi-classed seer/rangers, and become some of the deadliest trackers on Athas.

Many halfling tribes reject arcane magic. Tribes that accept wizards tend to have preserver chieftains. Only renegade halfling tribes are known to ever harbor defilers.

Halflings rarely teach others their language, but some individuals of the Tablelands have learned the wild speech. Halflings found in the Tablelands often learn to speak Common.

Hej-Kin

Small Humanoid (Hej-kin, Psionic)

Hit Dice: 3d8 (13 hp)

Initiative: +0

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

Armor Class: 12 (+1 size, +1 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/-4

Attack: Claw +1 melee (1d4-2 plus poison)

Full Attack: 2 claws +1 melee (1d4-2 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, psi-like abilities

Special Qualities: Darkvision 60 ft., phase

Saves: Fort +3, Ref +1, Will +4

Abilities: Str 7, Dex 10, Con 11, Int 10, Wis 13, Cha 8

Skills: Hide +7*, Listen +6, Spot +6, Survival +4

Feats: Alertness, Iron Will

Environment: Underground

Organization: Family (2-5), Clan (10-40)

Challenge Rating: 2

Treasure: Standard coins; double gems, no art; standard items

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

Rising from the sands before you is a short, squat humanoid with a round, chubby face accented by a large nose and small slanted eyes. Its furry ears are small and pointed.

Hej-kin are a race of degenerate humanoids that spend their entire lives underground, dwelling in the Athasian underdark near suitable supplies of water. They are omnivores and subsist largely on a diet of small subterranean creatures and plants.

Hej-kin are malevolent creatures that enjoy inflicting pain and fear on those who trespass on their caverns, blaming them for the damage that has been inflicted on the earth by the defilers.

Hej-kin language is a combination of sign and verbal communication, and their voices are low-pitched, resembling human mumbling. Few surface dwellers are able to learn the language. The color of their skin varies from red to light green, but their skin is always thick and very tough. Hej-kin live on average for 40 or 45 years.

Combat

Hej-kin prefer to ambush their enemies while supported by a powerful cleric or preserver. They prefer to use their phase ability to maneuver beneath their targets and then to burst forth from beneath the earth to strike with surprise. Psionics enhance their physical attacks.

Phase (Su): Hej-kin may move through earth and rock at a speed of 10 ft. They may stop while inside of walls or floors and remain there indefinitely.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1 Con. The save DC is Constitution-based.

Psi-like Abilities: 3/day – *biofeedback* (2d12*), *claws of the vampire*, *missive* (40 ft.*). Manifest level 5th. The save DCs are Charisma-based.

*Includes augmentation for the hej-kin's manifest level.

Skills: *Hej-kin receive a +30 circumstance bonus on Hide checks while phased inside solid rock.

Hej-Kin Society

Hej-kin do not create artificial tunnels or caves, as they consider the earth to be sacred. They will only occupy naturally-occurring subterranean formations, but they

mark these as their property with curious runes on the cave walls.

Hej-kin clans are often led by earth clerics and preservers. Clerics rise highest in hej-kin society and are the only hej-kin who travel to the surface, usually investigating a disturbance that threatens the earth. Hej-kin are never defilers.

Hej-kin are natural enemies to most other surface dwelling and subterranean races, due to the abuse and destruction of the earth perpetrated by these others. Hej-kin clans will migrate to a new area every decade in order to avoid over-using the land on which they dwell.

Hej-Kin as Characters

Vicious and cowardly, most hej-kin prefer classes that augment their natural tendencies. A hej-kin's favored class is rogue.

Hej-kin characters possess the following racial traits.

- -4 **Str**, +2 **Wis**, -2 **Cha**
- Small: Hej-kin gain a +1 size bonus to **Armor Class**, a +1 size bonus on attack rolls, and a +4 size bonus on **Hide** checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character
- **Space/Reach**: 5 ft./5 ft.
- A hej-kin's base land speed is 20 feet. They may phase through rock and earth at a speed of 10 ft.
- **Darkvision** 60 ft.
- **Racial Hit Dice**: A hej-kin begins with 3 levels of **humanoid (hej-kin)**, which provide 3d8 **Hit Dice**, a **base attack bonus** of +2, and **base saving throw bonuses** of **Fort** +3, **Ref** +1 and **Will** +1.
- **Racial Skills**: A hej-kin's **humanoid** levels give it skill points equal to 6 x (2 + **Int** modifier). Its class skills are **Hide**, **Listen**, **Spot** and **Survival**.
- A hej-kin's **humanoid** levels give it 2 feats.
- **Weapon Proficiency**: A hej-kin is proficient with its natural weapons and all simple weapons.
- +1 **natural armor** bonus.
- **Natural Weapons**: 2 claws (1d4).
- **Special Attacks** (see above): **Poison**, **psionics**.
- **Special Qualities** (see above): **Phase**.
- **Automatic Languages**: Hej-kin. **Bonus Languages**: **Anakore**, **Common**, **Gith**, **Elven**, **Tarek**.
- **Favored Class**: **Rogue**.
- **Level Adjustment**: +1.

Id Fiend

Large Magical Beast (Psionic)

Hit Dice: 7d10+21 (59 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +7/+15

Attack: Bite +10 melee (1d8+4)

Full Attack: Bite +10 melee (1d8+4) and 2 claws +5 melee (1d6+2) and tail slap +5 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: **Cone of fear**, **psi-like abilities**

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

Saves: **Fort** +8, **Ref** +8, **Will** +3

Abilities: **Str** 19, **Dex** 12, **Con** 17, **Int** 14, **Wis** 12, **Cha** 16

Skills: **Concentration** +11, **Hide** +5, **Intimidate** +11, **Listen** +9, **Spot** +9

Feats: **Improved Initiative**, **Lightning Reflexes**, **Power Attack**

Environment: **Any**

Organization: **Solitary**

Challenge Rating: **5**

Alignment: **Always neutral**

Advancement: **8-14 HD (Large)**; **15-21 HD (Huge)**

Level Adjustment: —

This creature is a bulky lizard covered in rough, scaly black hide, speckled with pink and white. Its blunt, powerful body is carried by four short legs, ending in sharp claws.

Using psionics to hunt down and paralyze their prey with fear, id fiends are one of the most feared predators of the wastelands. Their principal method of attack is their ability to draw images of their victims' fears from their minds.

Encountered in all regions of Athas, from the desert to the deepest jungles, id fiends are active at all times of the day and night, but prefer nocturnal activity, as they have learned that the mind is more susceptible to fear and suggestion during the hours of darkness.

An id fiend is a large lizard with a thick, stocky body supported by muscular legs, all of which end in claws. The id fiend's skin is leathery in texture and varies in color from light brown (on desert specimens) to a dark green (found on forest and jungle specimens). Id fiends are 12 feet long and weigh as much as 450 pounds. They mate yearly, giving birth to single offspring that are often left to fend for themselves at birth. Dried id fiend blood is reputed to be an ingredient in a potion that increases the imbiber's psionic abilities for brief periods of time.

Combat

The id fiend prefers to strike from hiding, using its fear attack to weaken its prey before entering melee using its psionic abilities. When closing to melee, an id fiend will strike with its claws, bite, and its lashing tail.

Cone of Fear (Su): 60-ft. cone, targets are shaken for 5 rounds, **Will** DC 16 negates. The **save** DC is **Charisma-based**

Psi-Like Abilities: **3/day-aversion** (10 hours, DC 17*), **biofeedback** (3d12*), **danger sense** (uncanny dodge), **defensive precognition** (+3 bonus*), **id insinuation** (2 additional targets, DC 17*), **offensive precognition** (+3 bonus*) **painful strike**, **recall agony** (7d6, DC *17), **thicken skin** (+3 bonus*). **Manifester** level 8th. The **save** DCs are **Charisma-based**.

*Includes augmentation for the id fiend's **manifester** level.

Incarnation, Elemental and Paraelemental

Elemental and paraelemental incarnations are elemental versions of Athasian beasts that dwell on the Elemental Planes. Spellcasters summon these creatures to Athas in the same manner they would summon fiendish or celestial creatures, replacing those templates with any elemental or paraelemental incarnation template.

Creating an Elemental Incarnation

“Elemental incarnation” is an inherited template that can be added to any corporeal aberration, animal, magical beast, plant, or vermin (referred to hereafter as the base creature).

An elemental incarnation uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s base attack bonus or saves.

See the individual entries for additional abilities granted by elemental incarnation type.

Size and Type: The creature’s type changes to elemental, and the creature gains one or more elemental subtypes. Size is unchanged. Elemental incarnations encountered on the Material Plane have the extraplanar subtype.

Hit Dice: Change base creature’s racial **Hit Dice** to d8s. Do not change class **Hit Dice**.

Special Attacks: An elemental incarnation retains all the special attacks of the base creature and also gains special attacks depending on its elemental kind.

Special Qualities: An elemental incarnation retains all the special qualities of the base creature and also gains the following.

Darkvision out to 60 feet.

Immunity to poison, sleep effects, paralysis, and stunning.

Not subject to **critical hits** or flanking.

Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don’t work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.

Damage reduction (see the table below).

If the base creature already has damage reduction, use the better value. If an air incarnation gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Level Adjustment: Same as the base creature +4.

Hit Dice	Damage Reduction
1–3	—
4–11	5/magic
12 or more	10/magic

Sample Air Incarnation

An air incarnation has a body of wispy cloud ranging in color from translucent gray-white to stormy black. The creature’s internal organs may be visible as clear, membranous tissue.

Air Incarnation Raakle

Large Elemental (Air, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 70 ft. (perfect)

Armor Class: 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12

Base Attack/Grapple: +4/+11

Attack: Claw +6 melee (1d6+3)

Full Attack: 2 claws +6 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, spit acid, windstorm

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits

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

Abilities: Str 16, Dex 19, Con 14, Int 3, Wis 12, Cha 10

Skills: Listen +4, Spot +5

Feats: Flyby Attack, Hover

Environment: Elemental Plane of Air

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: —

Air incarnation raakles speak Auran. They can be summoned with a *summon monster IV* spell.

Combat

Improved Grab (Ex): To use this ability, an air incarnation raakle must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. An air incarnation raakle can spit acid on a grappled opponent, giving the creature a -4 penalty on its **Reflex** save.

Spit Acid (Ex): 15-ft. line, twice every 12 hours, damage 6d4 acid, **Reflex DC** 14 half. Spitting acid twice depletes the air incarnation raakle’s acid supply for 12 hours. The **save DC** is **Constitution**-based.

Windstorm (Ex): As a standard action, an air incarnation raakle can create a windstorm with a 30-foot radius up to 60 feet away. The storm lasts as long as the incarnation concentrates and has the normal effects of a windstorm, except that ranged attacks are possible in its area: The windstorm imposes a -8 penalty on ranged attack rolls and **Listen** checks, extinguishes unprotected flames, and has a 75% chance of extinguishing protected flames each round.

Creating an Air Incarnation

Size and Type: The creature’s type changes to elemental (air). Size is unchanged. Air incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: An air incarnation can fly at twice the base creature’s base land speed (perfect maneuverability). If the base creature has a fly speed, use that if it is better. The base creature loses its burrow speed, if any.

Special Attacks: An air incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Windstorm (Ex): As a standard action, an air incarnation can create a windstorm with a radius depending on its **Hit Dice** (see the table below) up to 60 feet away. The storm lasts as long as the incarnation concentrates and has the normal effects of a windstorm, except that ranged attacks are possible in its area: The windstorm imposes a -8 penalty on ranged attack rolls and **Listen** checks, extinguishes unprotected flames, and has a 75% chance of extinguishing protected flames each round.

Skills: If the creature has an **Intelligence** of at least 3, it speaks Auran.

Abilities: Change from the base creature as follows: **Strength** -2, **Dexterity** +4, **Constitution** -2.

Hit Dice	Windstorm Radius
1-3	15 ft.
4-7	30 ft.
8-11	60 ft.
12 or more	90 ft.

Sample Earth Incarnation

An earth incarnation has a body of stone, obsidian, or sand, with rock-hard claws and teeth. Powerful earth incarnations have veins of metal shot through their stony flesh.

Earth Incarnation Gaj

Large Elemental (Earth, Extraplanar, Psionic)

Hit Dice: 7d8+28 (59 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 21 (-1 size, -1 Dex, +13 natural), touch 8, flat-footed 21

Base Attack/Grapple: +5/+14

Attack: Bite +9 melee (2d6+5 plus 1d3 nonlethal plus bone bruise)

Full Attack: Bite +9 melee (2d6+5 plus 1d3 nonlethal plus bone bruise) and 3 tentacle slaps +7 melee (1d4+2 plus 1d4 Int plus 1d3 nonlethal plus bone bruise)

Space/Reach: 10 ft./5 ft.

Special Attacks: Bone bruise, improved grab, intelligence damage, poison gas, psi-like abilities

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits

Saves: Fort +6, Ref +1, Will +7

Abilities: Str 20, Dex 8, Con 18, Int 12, Wis 14, Cha 17

Skills: Bluff +8, Concentration +9, Hide -5*, Intimidate +8, Listen +7, Psicraft +6, Spot +7

Feats: Combat Manifestation, Multiattack, Power Attack

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adjustment: —

Earth incarnation gajs speak Terran. They can be summoned with a *summon monster VIII* spell.

Combat

Bone Bruise (Ex): An earth incarnation gaj's natural attacks and unarmed strikes inflict painful bruises on an opponent's bones, dealing additional nonlethal damage. Nonlethal damage dealt by the incarnation heals at the rate of lethal damage and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by an earth incarnation gaj must succeed on a caster level check (DC 18), or the spell cannot heal the nonlethal damage.

Improved Grab (Ex): To use this ability, an earth incarnation gaj must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. An earth incarnation gaj gets a +4 bonus to tentacle slap attacks against a grappled foe.

Intelligence Damage (Ex): A creature struck by an earth incarnation gaj's antenna suffers 1d4 points of temporary **Intelligence** damage.

Poison Gas (Ex): As a standard action, an earth incarnation gaj can spray a creature within reach with a puff of noxious gas from its abdomen. The earth incarnation gaj can use this ability up to three times per day.

Inhaled, Fortitude DC 17, initial damage 1d4 Con and nauseate for 1 round, secondary damage none. The save DC is **Constitution**-based.

Psi-Like Abilities: 3/day—*defensive precognition* (+2 bonus, can manifest as swift action*), *detect psionics*, *empty mind* (+6*), *mind thrust* (10d10, DC 19*), *mindlink* (unwilling targets, 5 additional targets, DC 14), *painful strike* (manifest as a swift action*), *power resistance*, *psionic dominate* (affects animals, fey, giants, humanoids, magical beasts and monstrous humanoids, DC 18*). Manifest level 10th. The save DCs are **Charisma**-based.

*Includes augmentation for the gaj's manifest level.

Skills: *An earth incarnation gaj receives a +8 bonus to **Hide** checks in rocky or sandy areas.

Creating an Earth Incarnation

Size and Type: The creature's type changes to elemental (earth). Size is unchanged. Earth incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: If the base creature can burrow, it gains +10 ft. on its burrowing speed. If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: The base creature's natural armor bonus improves (see the table below).

Special Attacks: An earth incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Bone Bruise (Ex): An earth incarnation's natural attacks and unarmed strikes inflict painful bruises on an opponent's bones, dealing additional nonlethal damage depending on its **Hit Dice** (see the table below). Nonlethal damage dealt by the incarnation heals at the rate of lethal damage and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by an earth incarnation must succeed on a caster level check (DC 10 + 1/2 earth incarnation's HD + earth incarnation's **Str** modifier), or the spell cannot heal the nonlethal damage.

Skills: If the creature has an **Intelligence** of at least 3, it speaks Terran.

Abilities: Change from the base creature as follows: **Strength** +2, **Dexterity** -4, **Constitution** +2.

Environment: Elemental Plane of Earth.

Hit Dice	Natural Armor Bonus	Additional Nonlethal Damage
1-3	+1	1
4-7	+2	1d3
8-11	+4	1d4
12 or more	+6	1d6

Sample Fire Incarnation

A fire incarnation has skin or scales of blackened coal, hair or fur of dancing flames, and eyes that smolder like embers. Its voice, if it speaks, sounds like a crackling fire.

Fire Incarnation Giant Constrictor Snake

Huge Elemental (Extraplanar, Fire)

Hit Dice: 11d8+14 (63 hp)

Initiative: +4

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

Armor Class: 16 (-2 size, +4 Dex, +4 natural), touch 12, flat-footed 12

Base Attack/Grapple: +8/+22

Attack: Bite +12 melee (1d8+9 plus 1d6 fire)

Full Attack: Bite +12 melee (1d8+9 plus 1d6 fire)

Space/Reach: 15 ft./10 ft.

Special Attacks: Burn, constrict 1d8+9 plus 1d6 fire, heat, improved grab

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, scent, vulnerability to cold

Saves: Fort +8, Ref +11, Will +4

Abilities: Str 23, Dex 19, Con 13, Int 1, Wis 12, Cha 2

Skills: Balance +12, Climb +16, Hide +11, Listen +9, Spot +9, Swim +12

Feats: Alertness, Endurance, Skill Focus (Hide), Toughness

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 12-16 HD (Huge); 17-33 HD (Gargantuan)

Level Adjustment: —

A fire incarnation giant constrictor snake can be summoned with a *summon monster VI* spell.

Combat

Burn (Ex): When a fire incarnation hits an opponent, the creature must succeed on a **Reflex** save (DC 16) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Constrict (Ex): On a successful grapple check, a fire incarnation giant constrictor snake deals 1d8+9 points of damage plus 1d6 fire damage.

Heat (Ex): A fire incarnation's natural attacks and unarmed strikes deal an additional 1d6 fire damage. Creatures striking the fire incarnation with natural attacks or unarmed strikes also suffer this fire damage.

Improved Grab (Ex): To use this ability, a giant constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Snakes have a +4 racial bonus on **Hide**, **Listen**, and **Spot** checks and a +8 racial bonus on **Balance** and **Climb** checks. A snake can always choose to take 10 on a **Climb** check, even if rushed or threatened. Snakes use either their **Strength** modifier or **Dexterity** modifier for **Climb** checks, whichever is higher. A snake has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use

the run action while swimming, provided it swims in a straight line.

Creating a Fire Incarnation

Size and Type: The creature's type changes to elemental (fire). Size is unchanged. Fire incarnations encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fire incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Burn (Ex): When a fire incarnation hits an opponent, the creature must succeed on a **Reflex** save (DC 10 + 1/2 fire incarnation's HD + fire incarnation's Con modifier) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Heat (Ex): A fire incarnation's natural attacks and unarmed strikes deal additional fire damage, depending on its Hit Dice (see the table below). Creatures striking the fire incarnation with natural attacks or unarmed strikes also suffer this fire damage.

Special Qualities: A fire incarnation retains all the special qualities of the base creature and also gains the following.

Immunity to fire and vulnerability to cold (+50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure).

Skills: If the creature has an **Intelligence** of at least 3, it speaks Ignan.

Abilities: Change from the base creature as follows: **Strength** -2, **Dexterity** +2.

Environment: Elemental Plane of Fire.

Hit Dice	Additional Fire Damage
1-3	1
4-7	1d4
8-11	1d6
12 or more	1d8

Sample Magma Incarnation

A magma elemental incarnation has a body of molten rock and volcanic glass, its eyes liquid orbs of fire and its tongue a scorching lash. The stronger incarnations drip lava from their jagged obsidian claws and teeth.

Magma Incarnation Gorak

Small Elemental (Earth, Extraplanar, Fire)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +0/-4

Attack: Claw +2 melee (1d4)

Full Attack: 2 claws +2 melee (1d4) and bite -4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hypnotic trance, scorch weapon

Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, low-light vision, vulnerability to cold

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 10, Dex 15, Con 13, Int 1, Wis 10, Cha 6

Skills: Listen +2, Spot +4

Feats: Weapon Focus (claw)
Environment: Paraelemental Plane of Magma
Organization: Herd (10-50)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: —

A magma incarnation gorak can be summoned with a *summon monster I* spell.

Combat

Hypnotic Trance (Ex): The magma incarnation gorak's colorful dorsal fin can hypnotize creatures to mesmerize creatures. Each target must make a *Will* save (DC 10) or be affected as by the spell *hypnotism*, except the duration is 1d4 rounds, and the number of Hit Dice affected is 2d4. The save DC is *Wisdom*-based.

Scorch Weapon (Ex): Any weapon with hardness 10 or less that strikes a magma incarnation gorak must succeed on a *Fortitude* save (DC 11) or be destroyed, blazing to ashes or melting into slag.

Creating a Magma Incarnation

Size and Type: The creature's type changes to elemental (earth, fire). Size is unchanged. Magma incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: If the base creature can swim, it gains +10 ft. on its swim speed. If the base creature can fly, its maneuverability rating drops to clumsy.

Special Attacks: A magma incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Heat (Ex): A magma incarnation's attacks deal additional fire damage, depending on its Hit Dice (see the table below). Creatures striking the magma incarnation with natural attacks or unarmed strikes also suffer this fire damage.

Scorch Weapon (Ex): Any weapon with hardness 10 or less that strikes a magma incarnation must succeed on a *Fortitude* save (DC 10 + 1/2 magma incarnation's HD + magma incarnation's Con modifier) or be destroyed, blazing to ashes or melting into slag.

Special Qualities: A magma incarnation retains all the special qualities of the base creature and also gains the following.

Immunity to fire and vulnerability to cold (+50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure).

Skills: If the creature has an *Intelligence* of at least 3, it speaks Ignan or Terran.

Abilities: Change from the base creature as follows: *Strength* +2, *Dexterity* -2.

Environment: Elemental Plane of Earth or Elemental Plane of Fire.

Hit Dice	Additional Fire Damage
1-3	—
4-7	1
8-11	1d4
12 or more	1d6

Sample Rain Incarnation

The body of a rain paraelemental beast varies in appearance from a splashing rain cloud to a volume of thick, blue cloud. Its strikes flash with the fury of the Cerulean Storm, its limbs washing frigid water over its enemies.

Rain Incarnation Takis

Large Elemental (Air, Extraplanar, Water)

Hit Dice: 4d8+16 (34 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +4/+14

Attack: Claw +8 melee (1d4+6) or tail slap +8 melee (1d12+6 plus 1 cold)

Full Attack: 2 claws +8 melee (1d4+6 plus 1 cold) and bite +3 melee (1d8+3 plus 1 cold), or tail slap +8 melee (1d12+6 plus 1 cold)

Space/Reach: 10 ft./5 ft.

Special Attacks: Cerulean madness, chill, improved grab
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, low-light vision, scent

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 22, Dex 12, Con 18, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Survival +4

Feats: Alertness, Endurance, Track^B

Environment: Paraelemental Plane of Rain

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large)

Level Adjustment: —

A rain incarnation takis can be summoned with a *summon monster IV* spell.

Combat

Cerulean Madness (Su): A rain incarnation takis sparks with lightning and rumbles with thunder when it attacks. This mind-affecting ability causes creatures struck by the incarnation to become *confused* (*Will* negates DC 10) for 1d3 rounds. The save DC is *Charisma*-based.

Chill (Ex): A rain incarnation takis's natural attacks and unarmed strikes deal 1 additional point of cold damage. Creatures striking the rain incarnation with natural attacks or unarmed strikes also suffer this cold damage.

Improved Grab (Ex): To use this ability, a rain incarnation takis must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Creating a Rain Incarnation

Size and Type: The creature's type changes to elemental (air, water). Size is unchanged. Rain incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: A rain incarnation can fly at the base creature's base land speed (average maneuverability). If the base creature has a fly speed, use that if it is better. The base creature loses its burrow speed, if any.

Special Attacks: A rain incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Cerulean Madness (Su): A rain incarnation sparks with lightning and rumbles with thunder when it attacks. This mind-affecting ability causes creatures struck by the incarnation to become *confused* (Will negates DC 10 + 1/2 rain incarnation's HD + rain incarnation's Cha modifier) for a number of rounds depending on the incarnation's Hit Dice (see the table below). The save DC is Charisma-based.

Chill (Ex): A rain incarnation's natural attacks and unarmed strikes deal additional cold damage, depending on its Hit Dice (see the table below). Creatures striking the rain incarnation with natural attacks or unarmed strikes also suffer this cold damage.

Skills: If the creature has an *Intelligence* of at least 3, it speaks Aquan or Auran.

Abilities: As base creature.

Environment: Elemental Plane of Air or Elemental Plane of Water.

Hit Dice	Additional Cold Damage	Confusion Duration
1-3	—	1 round
4-7	1	1d3 rounds
8-11	1d4	1d6 rounds
12 or more	1d6	1d8 rounds

Sample Silt Incarnation

With bodies of shifting dust, silt incarnations are nearly invisible inside a brownish haze. The creatures have black, beady eyes and sandstone claws, with hair and fur like trails of silt blowing in the wind.

Silt Incarnation Greater Boneclaw

Large Elemental (Earth, Extraplanar, Psionic, Water)

Hit Dice: 6d8+12 (39 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +4/+14

Attack: Bite +11 melee (1d10+6)

Full Attack: Bite +11 melee (1d10+6) and 2 claws +9 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, psi-like abilities, rake 1d6+3, serrated edges, silt haze, trample 2d6+9

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunities, low-light vision, tremorsense 100 ft.

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 23, Dex 10, Con 15, Int 6, Wis 12, Cha 6

Skills: Hide +3, Spot +2, Survival +2

Feats: Improved Natural Attack (bite), Multiattack, Power Attack

Environment: Paraelemental Plane of Silt

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7-11 HD (Huge); 12-17 HD (Gargantuan)

Level Adjustment: —

Silt incarnation greater boneclaws speak Terran. They can be summoned with a *summon monster V* spell.

Combat

Immunities: Silt incarnations have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Pounce (Ex): If a silt incarnation greater boneclaw charges a foe, it can make a full attack, including two rake attacks.

Psi-Like Abilities: At will – *attraction* (+7 interaction bonus, DC 12*), *inflict pain* (2 additional targets, DC 12*), *mental barrier* (4 rounds*), *mind thrust* (ML 3rd, 3d10, DC 10*), *mindlink* (unwilling targets, 3 additional targets, DC 9*). Manifest level 8th.

*Includes augmentation for the greater boneclaw's manifest level.

Rake (Ex): Attack bonus +9 melee, damage 1d6+3.

Serrated Edges (Ex): A silt incarnation greater boneclaw that makes bodily contact with a creature through its trample ability or through such special attacks as a bull rush, grapple, overrun, or trip deals that creature an extra 1d6 points of slashing damage.

Silt Haze (Ex): As a standard action, a silt incarnation greater boneclaw can emit a cloud of silt that fills the air in a 15-foot radius centered on the incarnation. The haze lasts as long as the incarnation concentrates and gives creatures within it concealment (20% miss chance).

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Tremorsense (Ex): A silt incarnation is blind but is sensitive to vibrations and can automatically pinpoint the location of anything within 100 ft. that is in contact with the ground or swimming through silt.

Creating a Silt Incarnation

Size and Type: The creature's type changes to elemental (earth, water). Size is unchanged. Silt incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: If the base creature can swim, it gains +10 ft. on its swim speed.

Special Attacks: A silt incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Silt Haze (Ex): As a standard action, a silt incarnation can emit a cloud of silt that fills the air in a radius depending on its Hit Dice (see the table below) and centered on the incarnation. The haze lasts as long as the incarnation concentrates and gives creatures within it concealment, except that the miss chance given by this concealment depends on the incarnation's Hit Dice (see the table below).

Special Qualities: A silt incarnation retains all the special qualities of the base creature and also gains the following.

Immunities: Silt incarnations have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Tremorsense (Ex): A silt incarnation is blind but is sensitive to vibrations and can automatically pinpoint the location of anything within 100 ft. that is in contact with the ground or swimming through silt.

Skills: If the creature has an *Intelligence* of at least 3, it speaks Aquan or Terran.

Abilities: Change from the base creature as follows: **Strength** +2, **Dexterity** -2.

Environment: Elemental Plane of Earth or Elemental Plane of Water.

Hit Dice	Silt Haze Radius and Miss Chance
1-3	5 ft., 10%
4-7	15 ft., 20%
8-11	30 ft., 40%
12 or more	60 ft., 50% (total concealment)

Sample Sun Incarnation

A sun elemental incarnation has a body of liquid fire and a fierce solar aura. Its claws or teeth are scorched bone, its hair or fur wisps of trailing smoke.

Sun Incarnation Kes'trekel

Tiny Elemental (Air, Extraplanar, Fire, Psionic)

Hit Dice: 1d8 (4 hp)

Initiative: +3

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

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +0/-8

Attack: Bite +3 melee (1d3)

Full Attack: Bite +3 melee (1d3)

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

Special Attacks: *Aversion*, blinding ray, sun aura

Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, low-light vision, vulnerability to cold

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 10, Dex 16, Con 11, Int 1, Wis 10, Cha 8

Skills: Spot +4

Feats: Flyby Attack

Environment: Paraelemental Plane of Sun

Organization: Flock (3-30)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3-5 HD (Medium); 6-9 HD (Large)

Level Adjustment: —

A sun incarnation kes'trekel can be summoned with a *summon monster I* spell.

Combat

Aversion (Ps): A group of 20 or more sun incarnation kes'trekel can manifest *aversion* three times per day (Will DC 11 negates). For every 10 additional kes'trekel, increase the save DC by 1. Manifester level 3rd. The save DC is Charisma-based.

Blinding Ray (Ex): Once per day, a sun incarnation kes'trekel can fire a ray of brilliant light at a creature's eyes. The incarnation must make a ranged touch attack with a -4 penalty. If the ray hits, it blinds the opponent for 1 round.

Sun Aura (Ex): As a standard action, a sun incarnation kes'trekel can raise a searing, luminous aura centered on itself in a 5-foot radius. The aura lasts as long as the incarnation concentrates and casts light within its radius and shadowy light an equal distance beyond its radius. Anyone within the sun aura must succeed on a **Fortitude**

save (DC 10) or 1d4 points of fire damage per round from the intense heat.

Creating a Sun Incarnation

Size and Type: The creature's type changes to elemental (air, fire). Size is unchanged. Sun incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: If the base creature can fly, its maneuverability rating improves to perfect.

Special Attacks: A sun incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Blinding Ray (Ex): Once per day, a sun incarnation can fire a ray of brilliant light at a creature's eyes. The incarnation must make a ranged touch attack with a -4 penalty. If the ray hits, it blinds the opponent for 1 round per Hit Die of the incarnation.

Sun Aura (Ex): As a standard action, a sun incarnation can raise a searing, luminous aura centered on itself in a radius depending on its Hit Dice (see the table below). The aura lasts as long as the incarnation concentrates and casts light within its radius and shadowy light an equal distance beyond its radius. Anyone within the sun aura must succeed on a **Fortitude** save (DC 10 + 1/2 sun incarnation's HD + sun incarnation's Con modifier) or take an amount of fire damage per round from the intense heat depending on its Hit Dice (see the table below).

Special Qualities: A sun incarnation retains all the special qualities of the base creature and also gains the following.

Immunity to fire and vulnerability to cold (+50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure).

Skills: If the creature has an **Intelligence** of at least 3, it speaks Auran or Ignan. Otherwise same as base creature.

Abilities: Change from the base creature as follows: **Strength** -2, **Dexterity** +4, **Constitution** -2.

Environment: Elemental Plane of Air or Elemental Plane of Fire.

Hit Dice	Sun Aura Radius and Damage
1-3	5 ft., 1d4 fire
4-7	15 ft., 1d6 fire
8-11	30 ft., 1d8 fire
12 or more	60 ft., 2d6 fire

Sample Water Incarnation

Water incarnation bodies vary from pristine water to oozy mud. Bone and sometimes ice make up the creatures' tougher parts, and steam hisses from the hot sand upon which they tread.

Water Incarnation Dagorran

Medium Elemental (Extraplanar, Psionic, Water)

Hit Dice: 4d8+16 (34 hp)

Initiative: +4

Speed: 20 ft. (4 squares)

Armor Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: Bite +8 melee (1d8+4)

Full Attack: Bite +8 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, low-light vision
Saves: Fort +8, Ref +4, Will +3
Abilities: Str 17, Dex 10, Con 19, Int 3, Wis 14, Cha 14
Skills: Jump +7, Listen +5, Move Silently +3, Spot +3
Feats: Improved Initiative, Weapon Focus (bite)
Environment: Elemental Plane of Water
Organization: Solitary or pack (2d4)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment: —

Water incarnation dagorrans speak Aquan. They can be summoned with a *summon monster V* spell.

Combat

Crisis of Breath (Sp): Once per day, a water incarnation dagorran can use the *crisis of breath* power as a 4th-level sorcerer. The ability forces water into a creature's lungs (Will negates or Fortitude partial, DC 15), affecting a single breathing humanoid.

Psi-Like Abilities: 3/day—*concussive blast* (two targets*), *control body* (ML 7th, DC 16), *crystal shard* (3d6*), *detect psionics*, *ego whip* (DC 14), *empty mind* (+4 bonus*). Manifestor level 5th. The save DCs are Charisma-based.

*Includes augmentation for the dagorran's manifestor level.

Watery Wake (Ex): A water incarnation dagorran leaves a trail of water in its wake, extinguishing nonmagical fires it crosses. The incarnation can also transform loose dirt, sand, or silt into sticky mud. A creature passing through a mud-filled square must make a Reflex save (DC 16) or become entangled. Entanglement lasts until the mud loses its potency, 1d4 rounds after the incarnation leaves the square.

Skills: A dagorran's strong legs give it a +10 racial bonus on Jump checks.

Creating a Water Incarnation

Size and Type: The creature's type changes to elemental (water). Size is unchanged. Water incarnations encountered on the Material Plane have the extraplanar subtype.

Speed: If the base creature can swim, it gains +10 ft. on its swim speed.

Special Attacks: A water incarnation retains all the special attacks of the base creature and also gains the following special attacks.

Crisis of Breath (Sp): Once per day, a water incarnation can use the *crisis of breath* power as a sorcerer with caster level equal to its Hit Dice. The ability forces water into a creature's lungs (Will negates or Fortitude partial, DC 13 + water incarnation's Cha modifier), affecting a single breathing creature of a type depending on the incarnation's Hit Dice (see the table below).

Watery Wake (Ex): A water incarnation leaves a trail of water in its wake, extinguishing nonmagical fires it crosses. The incarnation can also transform loose dirt, sand, or silt into sticky mud. A creature passing through a mud-filled square must make a Reflex save (DC 10 + 1/2 water incarnation's HD + water incarnation's Con modifier) or become entangled. Entanglement lasts until

the mud loses its potency, 1d4 rounds after the incarnation leaves the square.

Skills: If the creature has an Intelligence of at least 3, it speaks Aquan.

Abilities: Change from the base creature as follows: Dexterity -2, Constitution +2.

Environment: Elemental Plane of Water.

Hit Dice	<i>Crisis of Breath</i> Targets
1-3	Humanoid up to 4 HD
4-7	Humanoid
8-11	Plus animal, fey, giant, magical beast, or monstrous humanoid
12 or more	Plus aberration, dragon, elemental, or outsider

Jozhal

Jozhal, 1st-Level Warrior

Small Humanoid (Psionic, Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

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

Base Attack/Grapple: +1/-4

Attacks: Bone dagger -1 melee (1d4-2/19-20) or bite +0 melee (1d4-1)

Full Attack: Bone dagger -1 melee (1d4-2/19-20) or bite +0 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

Special Qualities: Spell resistance 6

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

Abilities: Str 8, Dex 15, Con 11, Int 13, Wis 10, Cha 10

Skills: Climb +3, Hide +10, Jump +7, Knowledge (arcana) +3, Listen +1, Use Magic Device +8

Feats: Skill Focus (Use Magic Device)

Environment: Any

Organization: Solitary, family (2-12)

Challenge Rating: 1

Treasure: Standard plus 1d4 minor magic items

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

This creature is a small, reptilian humanoid with long, spindly arms and legs, a coiling tail and a long neck surmounted by a narrow, muzzled head. It is covered in scales that seem to be colored in deliberate patterns.

Jozhals are small, lightly built reptilian creatures which may be distantly related to crodlu. They have long, slender legs, lanky arms ending in dexterous hands, and long, flexible tails. The neck of a jozhal is also long and flexible, ending in a narrow-muzzled head with large eyes and many needle-like teeth. The skin is covered in many tiny scales, which are only visible on close examination, and can change color to match with or contrast against the creature's surroundings. Jozhals have precise control over their skin's color, and sometimes use it to create decorative patterns of color resembling tattoos.

Combat

Jozhals avoid combat if at all possible, fleeing or using their chameleon-like skin to hide. If forced into combat, a jozhal will attempt to defend itself first with psionics or spells, then with any magical items it currently possesses. If left with no other option, the jozhal will attack with a bite.

Psi-Like Abilities: 3/day—*burst*, *empty mind* (+4 bonus*); 1/day—*dimension swap*. Manifest level 6th. The save DCs are Charisma-based.

*Includes augmentation for the jozhal's manifest level.

Spell Resistance (Ex): A jozhal has spell resistance equal to its class levels + 5.

Skills: Jozhals have a +4 racial bonus on **Hide** checks because of their control over their skin color, and a +4 racial bonus on **Use Magic Device** checks because of their fondness for magic and ability to work magical items more easily than others.

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

Challenge Rating: Jozhals with levels in NPC classes have a CR equal to their class level. Jozhals with levels in PC classes have a CR equal to their class level + 1.

Jozhal Society

Jozhals are naturally shy and secretive creatures, and do not normally learn the languages of other races. The leader of a family will learn the Common tongue, so that he or she may communicate with outsiders on the rare occasion that interaction is necessary. When around those they do not know, especially other races, jozhals become much more withdrawn and are unwilling to even speak to outsiders unless necessary. They will often travel days out of their way just to avoid encountering non-jozhals, especially elves and humans, whom they consider destructive. If forced to interact with members of another race, jozhals will attempt to make the experience as short as possible. Jozhals do not normally form permanent settlements. Instead, they travel in nomadic family groups, traveling between the fertile areas of the Tablelands and Hinterlands, beyond the Ringing Mountains. These families forage for roots, nuts, and small reptiles and insects. Jozhals always make use of every little bit of anything that they find, to the point of extremes, practicing cannibalism and fashioning the bones of their dead into weapons and tools. The only time a jozhal family will permanently settle in one area is when a member of that family becomes a grove master and takes custody of his guardian lands.

Jozhals are deeply suspicious of all arcane spellcasters. They will tolerate preservers, but will watch them closely for any signs that they may defile, and criticize them harshly if they use magic wantonly or carelessly. Jozhals do not tolerate defilers in any way. A jozhal may even put himself at risk to stop a defiler from damaging the land. The jozhal suspicion of arcane magic does not extend to magical items. Jozhals are fascinated by magical items, which they consider to hold the power of the land, and desire to own as many magical items as they can. Jozhal children are taught from a young age the proper use of magical items, both arcane and divine, so even non-spellcaster jozhal will be able to use most any magical item they come to possess. They go to great lengths to possess magical items, typically following parties of humanoids to

determine if they carry any magical items and stealing any they detect.

Jozhal is a language composed of click, pops, and whistles. Do to its unusual nature, many who are not familiar with Jozhal will not even recognize it as a language. The vast majority of jozhals do not keep a written form of their language, and the pyreen alphabet is the only known writing system that can be adapted to writing the jozhal tongue.

Jozhals as Characters

Jozhal adventurers are rare. Only a few are able to overcome their natural shyness to mix with strangers and fewer still are willing to be separated from their families for long periods of time. Those who do follow the adventuring path have usually had their families wiped out by raiders or some natural disaster. A few have allowed their obsession with magical items to overwhelm them and see adventuring as the quickest, easiest way to finding and possessing such items.

A jozhal character's favored class is cleric. Most jozhal leaders will be clerics serving the element of Earth. All jozhals have a close, personal connection with the forces of nature. They consider the role of cleric to be the highest possible honor. While they worship all of the elements, they hold a special reverence for Earth.

Jozhal characters possess the following traits.

- -4 Str, +4 Dex, -2 Con, +4 Int, +2 Wis
- Small. Jozhals gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on **Hide** checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character
- Space/Reach: 5 ft./5 ft.
- A jozhal's base land speed is 30 feet.
- Weapon Proficiency: A jozhal is proficient with all simple weapons and its natural weaponry.
- +4 racial bonus on **Hide** checks. Jozhals can alter their skin coloration and often use this for camouflage purposes.
- +4 racial bonus on **Use Magic Device** checks. Jozhals have a natural affinity for magic.
- +1 natural armor bonus.
- **Natural Weapons:** Bite (1d4).
- **Special Attacks** (see above): Psi-like abilities.
- **Special Qualities** (see above): Spell resistance.
- Automatic Languages: Jozhal, Common. Bonus Languages: Aarakocra, Elven, Dwarven, Thri-Kreen, Pterran.
- Favored Class: Cleric.
- Level Adjustment: +2.

Kalin

Large Aberration

Hit Dice: 7d8+14 (45 hp)

Initiative: +3

Speed: 50 ft. (10 squares), climb 30 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +5/+13

Attack: Bite +9 melee (2d6+4)

Full Attack: Bite +9 melee (2d6+4) and 2 claws +6 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, web

Special Qualities: Darkvision 60 ft., tremorsense 60 ft.
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 10, Cha 4
Skills: Climb +13, Hide +8, Jump +20, Move Silently +11, Spot +6
Feats: Improved Natural Attack (bite), Multiattack, Weapon Focus (bite)
Environment: Underground
Organization: Solitary or Pack (1-6)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large), 15-21 HD (Huge)
Level Adjustment: —

This creature is a monstrous hybrid of spider and ant. Armored with chitin of mottled yellow and brown, it has glowing eyes, wickedly curved mandibles and slashing forelimbs that it waves aggressively towards you.

Kalin are a breed of insect that dwell in the Athasian underdark. They have the bulbous abdomens of ants, but the thorax, limbs and head of a great spider. Although able to spin spider silk, these many-limbed horrors do not weave webs but instead hunt their prey. Sometimes domesticated as mounts by the dray, they are cunning predators with a vicious array of natural attacks.

Dregoth has four squadrons of elite kalin riders, each composed of 25 templars of at least 5th-level. Each squadron is led by an 8th-level officer, armed with the best equipment their lord can procure and accompanied by their own war defiler from the College of Blackspire. Arrogant and powerful, the kalin riders are generally loathed and feared by the other citizens of New Giustenal.

Kalin chitin is used in the construction of armor by the second generation dray, but they rarely hunt the creatures for this purpose, instead preferring to scavenge chitin from wild kalin corpses. Wild kalin do not form nests, except to lay eggs. Once hatched, young are not attended and the entire nest will separate. Kalin reach maturity in six months and live for five years and often find themselves in fierce competition with wall walkers, another subterranean species, during that time. An adult kalin is 12 feet long and weighs 700 pounds.

Combat

A kalin prefers to attack from ambush, using its web to suspend itself above its prey, far from sight. It will then drop noiselessly from above, striking with all attacks as if charging. In close melee, the kalin will attempt to grapple with its jaws and then repeatedly slash its prey until the prey is dead. A kalin will concentrate exclusively on a single target until it perishes before moving onto another. Only concentrated attacks that strip the kalin of 50% or more of its total hit points will cause it to drop its prey and change targets.

Improved Grab (Ex): If a kalin strikes with its bite it may initiate a grapple check as a free action without provoking an attack of opportunity.

Pounce (Ex): If a kalin charges a foe by dropping from above it can make a full attack.

Tremorsense (Ex): A kalin can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the kalin's webs.

Web (Ex): Kalin spin webs that they use to lower themselves silently on silk strands and leap onto prey passing beneath them, if necessary. A single strand is

strong enough to support the kalin and one creature of the same size. Each 5-foot section has 12 hit points and damage reduction 5/—. A kalin can move along its own web at its climb speed and can pinpoint the location of any creature touching the strand.

Carrying Capacity: A light load for a kalin is up to 300 pounds, a medium load is from 301 – 600 pounds and a heavy load is from 601 – 900 pounds. A kalin can drag 4,500 pounds.

Skills: Kalin receive a +4 racial bonus on Hide checks, a +8 racial bonus on Climb and Spot checks and a +10 racial bonus on Jump checks. A kalin can always choose to take 10 on a Climb check, even if rushed or threatened.

Kirre

Large Magical Beast (Psionic)

Hit Dice: 7d10+21 (59 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 Natural), touch 10, flat-footed 12

Base Attack/Grapple: +7/+15

Attack: Bite +10 melee (1d8+4)

Full Attack: Bite +10 melee (1d8+4) and 4 claws +8 melee (1d6+2) and gore +8 melee (1d8+2) and tail slap +8 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, psi-like abilities, rake 1d6+2

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

Saves: Fort +8, Ref +6, Will +4

Abilities: Str 18, Dex 13, Con 16, Int 6, Wis 14, Cha 8

Skills: Hide +3, Jump +9, Listen +3, Move Silently +2, Spot +3

Feats: Improved Initiative, Multiattack, Power Attack

Environment: Forests

Organization: Solitary, pair

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

Level Adjustment: —

This large feline resembles other great cats, but is distinguished by its eight legs, twin horns sweeping from its brow and tail sporting multiple spikes. Its short, soft fur is striped brown and grey.

Kirre are cunning and ruthless predators feared in all of the wooded areas of Athas. Resembling an eight-legged, horned tiger, the kirre is striped in brown and grey, 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. An adult kirre is eight feet long and weighs 400 pounds. Kirres are normally solitary creatures, but will pair off for mating. Kirre litters number from three to five young and are born in 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.

Kirre are hunted by the many tribes that inhabit Athas' forests, both for their meat and for their horns and tail spikes, which are used to fashion weaponry.

Combat

Kirre prefer to use their *wall walker* ability to reach high limbs or ledges where they wait in ambush. They usually begin combat with their *concussion* ability before leaping into melee. When engaged in melee, a kirre will unleash a flurry of attacks, striking with its claws, horns, bite and clubbed tail.

Improved Grab (Ex): To use this ability, the kirre must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a kirre charges, it can make a full attack, including two rake attacks.

Psi-Like Abilities: 3/day – *concussion blast* (4d6*), *id insinuation* (3 additional targets, DC 14*), *intellect fortress* (3 rounds*), *psychic crush* (DC 14), *thought shield* (7 rounds, PR 20*), *tower of iron will*, *wall walker*. Manifestor level 9th. The save DCs are Charisma-based.

*Includes augmentation for the kirre's manifestor level. Manifestor level 9th.

Rake (Ex): Attack bonus +10 melee, damage 1d6+2.

Klar

Large Magical Beast (Psionic)

Hit Dice: 11d10+44 (104 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +11/+20

Attack: Claw +15 melee (1d8+5)

Full Attack: 2 claws +15 melee (1d8+5) and bite +13 melee (1d10+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d8+5, improved grab, psi-like abilities

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

Saves: Fort +11, Ref +10, Will +4

Abilities: Str 21, Dex 16, Con 18, Int 6, Wis 9, Cha 8

Skills: Climb +8, Jump +10, Listen +3, Move Silently +5, Spot +3

Feats: Diehard, Endurance, Iron Will, Multiattack

Environment: Mountains (Mekillot Mountains)

Organization: Solitary or Family (2 adults and 1-2 young)

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral evil

Advancement: 12-22 HD (Large)

Level Adjustment: —

An immense, bearlike creature, this beast has thick, sandy-colored fur but sports a chitinous plate across its back. Strange, tendrilous growths hang from its upper lip and it has a short tail that appears to be of little use, save perhaps for balance.

Descended from the more common species of bears that roamed Athas in earlier ages, the klar is a dangerous ursine predator with psionic powers and a developed, if animalistic intellect. Klars dwell in caves but are not territorial, instead choosing their hunting grounds for

convenience and efficiency. Klars will drive out weaker creatures and steal their cave dwellings where this is necessary.

Klars communicate through growls and grunts, or through psionics when they wish to be silent. It has recently been discovered that klars do not generally consider humanoid intelligent, and friendly communication is rare.

The klar is not particularly territorial and knows that it can find a home anywhere in the mountains by killing other cave-dwellers. However, young klar will be fiercely defended by their parents as their nascent psionic powers make the young klars' minds highly unstable. It is not unheard of for an adolescent klar to be completely overwhelmed by its growing inner abilities and adults of the species are always anxious to protect their young from any disturbances that might precipitate such a breakdown.

Klars live from 60-100 years and rarely succumb to other creatures before that time. Those that are able will hunt klars for their skins, however, as these can fetch a handsome price in the city-states. A klar's chitinous shell, on the other hand, is impossible to shape without magical aid and is of little use.

Combat

The klar readily uses its psionics in battle, preferring to scare its opponents into submission. In melee combat, a klar buffets and slashes with its two paws and attempts to grapple and crush its target if possible. The klar is fond of playing with its food, so it often releases its victim after a single crush and tries again the next round. A klar that is losing its battle maintains its hold until it or the victim is dead. A held character can attempt to break free of the grab using the grappling rules outlined in the Player's Handbook. A klar will also bite if possible, dealing terrible injuries with its massive jaws.

Constrict (Ex): On a successful grapple check, a klar deals 1d8+5 points of damage. A klar can make two constrict attempts per round.

Improved Grab (Ex): To use this ability, the klar must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Psi-Like Abilities: At will—*body adjustment* (5d12*), *control body* (affects Huge creatures, DC 13*), *control sound*, *demoralize* (55 ft. range and radius, DC 15*), *dispel psionics*, *inertial barrier*, *mind thrust* (11d10, DC 15*), *mindlink* (unwilling targets, 5 additional targets, DC 10*), *psionic daze* (14 HD, DC 10*), *psionic true seeing*, *telekinetic force* (375 lbs. max*). Manifestor level 11th. The save DCs are Charisma-based.

*Includes augmentation for the klar's manifestor level.

Lask

Medium Humanoid (Lask)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 natural), touch 10, flat-footed 13

Base Attack/Grapple: +1/+4

Attack: Carrikal +4 melee (1d8+4/x3) or claw +4 melee (1d4+3)

Full Attack: Carrikal +4 melee (1d8+4/x3) and bite +2 melee (1d4+3), or 2 claws +4 melee (1d4+3) and bite +2 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

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

Abilities: Str 16, Dex 11, Con 14, Int 10, Wis 10, Cha 8

Skills: Climb +6, Hide +1*, Listen +3, Spot +3

Feats: Multiattack

Environment: Rocky badlands

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

This hairless humanoid is massive and muscled, with a mottled orange and grey hide, a muzzle with fangs that curve inward like an insect's pincers, and a flat head with a ring of tiny golden horns crowning its bald pate.

Lasks are one of the new races emerging from the deep desert. Savage as wild tareks, lasks often join desert tribes of raiders or ex-slaves, using their battle ferocity to the group's advantage. A lask looks much like a mul or terek, sharing those creatures' muscled, hairless forms. From the lask's square muzzle protrude a pair of yellow fangs that curve slightly inward like the mandibles of a thri-kreen. The humanoid's lanky arms end in three-fingered, clawed hands.

Combat

Lasks attack with savage force, either slashing with their claws or wielding a weapon in both hands for a powerful strike.

Skills: *A lask receives a +4 racial bonus on **Hide** checks in stony barrens and rocky badlands.

Lasks as Characters

A lask character's preferred class is brute, though captured lasks are often trained as gladiators.

- +6 **Str**, +4 **Con**, -2 **Cha**.
- Medium size. Lasks have neither benefits nor penalties due to size.
- Lask base speed is 30 feet.
- **Darkvision** out to 60 feet.
- **Racial Hit Dice:** Lask characters start with two levels of **humanoid (lask)**, which gives them 2d8 **Hit Dice**, a **base attack bonus** of +1, and **base save bonuses** of **Fort** +3, **Ref** +0, **Will** +0.
- **Racial Skills:** A lask's **humanoid Hit Dice** give it (2 + **Intelligence** modifier) x5 skill points and their class skills are **Climb**, **Hide**, **Listen** and **Spot**. Note that lasks do not receive the x4 modifier when taking their first class level.
- A lask's **humanoid** levels give it one feat. Most lasks take **Multiattack** as their feat.
- **Weapon Proficiency:** A lask is proficient with all simple and martial weapons.
- +3 **natural armor bonus**.
- **Natural weapons:** 2 claws (1d4), 1 bite (1d4).
- **Automatic Languages:** Common, Lask. **Bonus Languages:** Elven, Gith, Tarek, Thri-Kreen.
- **Favored Class:** Brute.
- **Level Adjustment** +1.

Lizard, Fire

Huge Magical Beast

Hit Dice: 10d10+70 (125 hp)

Initiative: +5

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

Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18

Base Attack/Grapple: +10/+29

Attack: Claw +19 melee (2d6+11)

Full Attack: 2 claws +19 melee (2d6+11) and bite +17 melee (2d6+6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon

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

Saves: Fort +14, Ref +8, Will +4

Abilities: Str 32, Dex 12, Con 24, Int 2, Wis 12, Cha 12

Skills: Climb +14, Listen +6, Move Silently +5, Spot +6

Feats: Alertness, Improved Initiative, Improved Natural Attack (claw), Multiattack

Environment: Deserts

Organization: Solitary, or spawn (1-4)

Challenge Rating: 6

Treasure: 50% coins; 50% gems

Alignment: Always neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: —

This creature, which resembles a small drake, is gray-colored with a mottled red and brown back and reddish undersides.

Fire lizards prefer subterranean lairs but come out every fortnight to hunt for fresh game. They haul their prey back to their lairs and feast.

Fire lizards sleep half of the time and are slow movers. Their lairs may have 1-4 eggs with a market value of 5,000 Cp each. Hatchlings immediately leave to begin hunting on their own.

Shiny objects like gems and metals form the bulk of the fire lizard's horde, which is found in their den.

Fire lizards are perhaps an ancestral offshoot of fire drakes or some extinct draconic beast, according to most sages. Also called "false dragons", these lizards live to be 50-100 years of age. While fire lizards' eggs are valuable, getting hold of a live hatchling and selling it is worth even more; at most one can get around 7,500 Cp for one.

Combat

Fire lizards are aggressive and attack with their claws and bite. They also breathe a cone of fire on anyone that is within range, but usually save it for their first attack until they close, after which they resort to their physical attacks.

Breath Weapon (Su): 40-foot cone, once every 1d4 rounds, damage 3d6 fire, **Reflex DC** 22 half. The save DC is **Constitution**-based.

Lizardfolk, Athasian

Medium Humanoid (Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)

Full Attack: 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)

Special Attacks: —

Special Qualities: Chameleon skin, hold breath, low-light vision

Space/Reach: 5 ft./5 ft.

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

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 11, Cha 11

Skills: Balance +4, Hide +20, Jump +5, Swim +2

Feats: Multiattack

Environment: Swamps (The Last Sea)

Organization: Gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 3rd–6th level), or tribe (30–60 plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)

Challenge Rating: 1

Treasure: 50% coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

A tall, powerfully built humanoid resembling a cross between reptile and human, this creature has taloned hands, fanged jaws and a long, heavy tail.

Much like the lizardfolk of other worlds, the lizardfolk of Athas are amphibious humanoids that follow a hunter-gatherer lifestyle. Beyond these initial similarities, however, there are several striking differences that set the Athasian subspecies apart.

Forced to lift themselves from savagery earlier than their cousins of other worlds, the lizardfolk of Athas developed a simple yet civilized society ages ago. Living in close contact with the k reel flocks that they shepherd, the Athasian lizardfolk have long since lost their taste for sentient flesh, subsisting instead largely on a diet of k reel flesh, kelp and various shellfish. Ruled by a line of wise and generous kings, they have also enjoyed the support of Saragar's Mind Lords, who saved the lizardfolk from the ravages of the Cleansing Wars and the dread Keltis. Lizardfolk have few natural enemies, besides the Last Sea's larger sharks and, of course, the behemoth known only as the squark.

Dressing in k reelskin loincloths, an Athasian lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. An Athasian lizardfolk can weigh from 200 to 250 pounds.

Combat

Athasian lizardfolk fight ferociously but are cunning opponents and are not above retreating to reassess the field of combat. They prefer sudden frontal assaults or overwhelming attacks from positions of ambush. They often seek to force foes into the water, where the

lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set devious snares, plan clever ambushes, and make amphibious, night-time raids to hinder enemy supplies.

Chameleon Skin (Ex): Athasian lizardfolk have an extremely fine degree of control over their pigmentation. They can form intricate patterns of color across their hide. This ability grants a +20 racial bonus to all Hide checks, when using camouflage to conceal oneself.

Hold Breath (Ex): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills (Ex): Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –2 armor check penalty (–4 on Swim checks) for carrying a heavy shield.

Athasian Lizardfolk Society

Gentle hunter-gatherers with a complex inner life, the Athasian lizardfolk are living curiosities from another age. They were preserved from genocide by the Mind Lords and have never forgotten this kindness. From their hidden city of Nesthaven their kindly king Nelyrox (Ftr 8) rules over the three tribes, supported by the wisdom of his psionic advisor Mobji (Psi 7). The leaders of the tribes are all nominally loyal to Nelyrox, but at least one tribal warleader, a wily old huntress called Xhenrid (Ftr 6), clearly has her yellow eyes on the king's five-horned crown.

By age-old decree, the lizardfolk of Marnita keep very much to themselves. Although they may no longer live under the threat of genocide, they have learned to rely upon the bounty of their small world and seldom seek to wander beyond its boundaries. They are content to share their home with the Mind Lords and their children (for so the lizardfolk view their fellow shore dwellers) and the time is yet far-off when this ancient people will brave the deserts and wastes.

Athasian Lizardfolk Characters

Fighters and rangers are fairly common amongst the Athasian lizardfolk, as are clerics of elemental water. Druids, however, are at the heart of their lives and lifecycles, and are accorded much respect within lizardfolk society.

Athasian lizardfolk characters possess the following racial traits.

- +2 Str, +2 Con, –2 Int.
- Medium size.
- An Athasian lizardfolk's base land speed is 30 feet.
- Low-light vision.
- **Racial Hit Dice:** An Athasian lizardfolk begins with two levels of **humanoid (reptilian)**, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- **Racial Skills:** An Athasian lizardfolk's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. Lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.
- **Racial Feats:** An Athasian lizardfolk's humanoid levels give it one feat.
- **Weapon and Armor Proficiency:** An Athasian lizardfolk is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- **Natural Weapons:** 2 claws (1d4) and bite (1d4).

- Special Qualities (see above): Chameleon skin, hold breath.
- Automatic Languages: Common, Lizardfolk. Bonus Languages: Aquan, Kurnish, Saragan.
- Favored Class: Druid.
- Level adjustment +1.

Sample Athasian Lizardfolk — King Nelyrox of Nesthaven

8th-level Athasian Lizardfolk Fighter

Medium Humanoid (Reptilian)

Hit Dice: 2d8+4 plus 8d10+16 (73 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 18 (-1 Dex, +5 natural, +4 +2 heavy shield), touch 9, flat-footed 18

Base Attack/Grapple: +9/+13

Attack: Claw +13 melee (1d4+4) or +2 greatclub +16 melee (1d10+10/19-20) or javelin +8 ranged (1d6+4)

Full Attack: 2 claws +13 melee (1d4+4) and bite +11 melee (1d4+2), or +2 greatclub +16/+11 melee (1d10+10/19-20) and bite +11 melee (1d4+2), or javelin +8 ranged (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Chameleon skin, hold breath, low-light vision

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

Abilities: Str 18, Dex 8, Con 14, Int 12, Wis 10, Cha 14

Skills: Balance +10, Bluff +6, Diplomacy +6, Hide +18, Jump +10, Sense Motive +4, Swim +10

Feats: Cleave, Improved Bull Rush, Improved Critical (greatclub), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Environment: Swamps (The Last Sea)

Organization: Unique

Challenge Rating: 9

Treasure: Standard plus +2 greatclub and +2 heavy shield

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +1

Abilities: Str 24, Dex 13, Con 16, Int 9, Wis 13, Cha 11

Skills: Climb+8, Hide+1, Spot+5

Feats: Cleave, Improved Unarmed Strike(B), Power Attack, Run

Environment: Any land and underground

Organization: Solitary, Gang (2-8 4th-level fighters), or Tribe (5-30, 2-16 non-combatants, 2-12 5th-level fighters, 3-12 3rd-level clerics and one 5th-level defiler)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +4

A muscular humanoid the size of a half-giant grins stupidly, its eyes fixed with greed upon your valuables and its fists balled and ready to swing.

Magera are a tribal race of large humanoids that usually make their homes in caves or mountaintops. Their way of life involves frequently attacking and looting caravans and inadequately protected villages. Such places are a rich source of resources, as magera are known to eat nearly anything. More intelligent magera are often found as leaders and wizards, while those with powerful psionic abilities often become leaders of a magera tribe.

Magera speak their own language, Magera, as well as common.

Combat

Magera raiders are infamous for their hit-and-run tactics- usually in groups of ten, at least. They attack with weapons, though their huge fists are most often used when magera are caught unarmed.

Magera as Characters

Most magera leaders are defilers of at least fifth-level. Magera psions are also fairly common (such characters prefer telepathy as a discipline).

Magera characters possess the following racial traits:

- +14 Strength, +2 Dexterity, +6 Constitution, -2 Intelligence, +2 Wisdom
- Large size: -1 penalty to Armor Class, -1 penalty to attack rolls, -4 penalty to Hide checks, +4 bonus to grapple checks, lifting and carrying limits two times those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A magera's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A magera begins with four levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A magera's monstrous humanoid levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, and Spot.
- Racial Feats: A magera's monstrous humanoid levels give it three feats.
- Weapon and Armor Proficiency: A magera is automatically proficient with simple weapons, plus the longsword and the longbow. It is not proficient with any armor or shields.
- +4 natural armor bonus.
- Automatic Languages: Common, Magera. Bonus Languages: Elf, Dwarf, Giant.
- Favored Class: Fighter
- Level Adjustment: +4

Magera

Large Monstrous Humanoid

Hit Dice: 6d8+18 (45 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +6/+17

Attacks: Longsword +12 melee (2d6+10/19-20) or unarmed strike +12 melee (1d4+7) or longbow +6 ranged (2d6/x3)

Full Attack: Longsword +12/+7 melee (2d6+10/19-20) or unarmed strike +12/+7 melee (1d4+7) or longbow +6/+1 ranged (2d6/x3)

Special Attacks: —

Special Qualities: Darkvision 60 ft.

Space/Reach: 10 ft./10 ft.

Saves: Fort +5, Ref +6, Will +6

Mastyrial

Mastyrial, Black

A darkly mottled scorpion as long as a halfling is tall and with a carapace easily mistaken for jagged rock, this creature moves with rapid scuttling motions, swarming with its fellows to strike from all sides. Despite an apparent lack of any visual organs, its attacks strike with uncanny accuracy.

These smaller, sightless cousins to the desert mastyrial spend most of their time in hibernation, either in burrows beneath the surface or lying in sheltered gullies, blending in with the scenery. More intelligent than their larger brethren, the black mastyrials possess a rudimentary hivemind and live in familial colonies, preying upon most living creatures (including black mastyrials from other colonies) through their keen psionic senses.

They are a degenerate species, almost unnaturally hardy (leading some to suspect magical tampering in their past) and their nascent hivemind conflicts with the solitary nature of their parent mastyrial species. As a result, black mastyrials are fierce and competitive, and will generally attack any creature of less than giant-size wandering into their territory.

Black mastyrials have dark, rock-like exoskeletons and claws with interlocking pincers, and have no visual organs. The average black mastyrial is 3 feet long and weighs as much as 10 pounds.

Combat

Black mastyrials attack in swarms, striking at their prey from all angles. Completely blind, they use their hivemind and psionic powers to stay one step ahead of the enemy, keeping in constant communication with each other. The degree of co-ordination that this leads to is unusual for creatures of their intelligence. Through knowledge gained on frequent encounters with the races of the Tablelands, black mastyrials will make use of racial and other weaknesses whenever they can exploit them. The black mastyrial possesses a virulent, numbing poison that leeches feeling from the body part struck, resulting in loss of **Strength** and coordination.

Constrict (Ex): On a successful grapple check, a black mastyrial deals 1d4 points of damage.

Improved Grab (Ex): To use this ability, a black mastyrial must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *Black mastyrials have a +8 racial bonus on grapple checks and can grapple opponents up to one size category larger than themselves.

Poison (Ex): *Injury, Fortitude DC 16, initial damage 2d6 Dex, secondary damage 1d6 Str. The save DC is Constitution-based.*

Psi-Like Abilities: At will—*clairvoyant sense, know direction and location, mindlink (up to 4 targets within 15 ft.)*, synesthete. Manifestor level 8th.*

*Includes augmentation for the black mastyrial's manifestor level.

Skills: *A black mastyrial's natural-looking exoskeleton gives it a +8 racial bonus to **Hide** checks in mountainous or rocky terrain. A black mastyrial can make **Spot** checks

only when its *synesthete* power is active (normally always).

Black Mastyrial Society

The continual connection that exists between the various members of a black mastyrial colony has had some remarkable effects upon the species. A colony that lasts for enough generations develops its own internal racial memory, storing the shared experiences of those who have gone before. This feature of the black mastyrial has caused many to attribute greater intelligence to them than is actually the case. The black mastyrial is timid when compared to its desert-dwelling relative, and black mastyrials that suffer heavy losses (from combat or environmental hazards) will retreat into hibernation in the safety of their rock burrows – they have learned the wisdom of discretion and exercise it frequently.

Desert Mastyrial

A deep brown scorpion the size of a man, this clawed menace comes scurrying towards you with unerring accuracy, seeming to hone in on the very scuffing of your footsteps.

The desert mastyrial is an oversized breed of scorpion known for its toughness and keen senses. Unlike its black, mountain-dwelling cousin, the desert mastyrial has no psionic powers and no real sentience to speak of beyond the level possessed by other vermin. Instead the desert mastyrial relies upon its finely honed senses, its speed and its sheer size in bringing down prey.

The desert mastyrial spends most of its time hibernating beneath the sands. It uses echolocation to navigate underground as well as to detect prey that may pass overhead. Desert mastyrials are generally solitary creatures that occasionally gather in groups of up to three. After mating, the smaller male is slain and devoured by the female, who then cares for as many as 20 eggs in a single batch.

A desert mastyrial grows to be up to six feet long. Its chitinous carapace is a favorite ingredient in armor and bears a gentle, swirling pattern that affords burrowing mastyrials camouflage should they become exposed. Rare desert mastyrials lack any pigmentation at all and are bone-white in color. They eat other vermin and will only eat those that they kill themselves. For this reason, desert mastyrials are tolerated as a form of living pest-control.

Combat

The desert mastyrial prefers ambush as a way to defeat its prey. It lies hidden beneath the sand, using its keen sense of hearing to detect any viable targets passing nearby. Then it lunges to the attack, striking with surprise. Normally the tail will still be submerged, so targets are rarely stung as part of the desert mastyrial's opening attack.

Constrict: On a successful grapple check, a desert mastyrial deals 1d6+2 points of damage.

Improved Grab (Ex): To use this ability, a desert mastyrial must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A desert mastyrial can grapple opponents its size or smaller.

	Mastyrial, Black Small Magical Beast (Psionic)	Mastyrial, Desert Medium Vermin
Hit Dice:	8d10+16 (60 hp)	12d8+24 (78 hp)
Initiative:	+5	+3
Speed:	30 ft. (6 squares), burrow 10 ft.	40 ft. (8 squares), burrow 10 ft.
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15	21 (+3 Dex, +8 natural), touch 13, flat-footed 18
Base Attack/Grapple:	+8/+12*	+9/+11
Attack:	Claw +9 melee (1d4)	Claw +11 melee (1d6+2)
Full Attack:	2 claws +9 melee (1d4) and bite +7 melee (1d4) and sting +7 melee (1d4 plus poison)	2 claws +11 melee (1d6+2) and bite +6 melee (1d6+1) and sting +6 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Constrict 1d4, improved grab, psi-like abilities	Constrict 1d6+2, improved grab, poison
Special Qualities:	—	Darkvision 60 ft., damage reduction 15/piercing or slashing, fast healing 3, tremorsense 30 ft., vermin traits
Saves:	Fort +8, Ref +7, Will +0	Fort +10, Ref +7, Will +4
Abilities:	Str 10, Dex 12, Con 14, Int 6, Wis 7, Cha 2	Str 14, Dex 16, Con 15, Int —, Wis 11, Cha 2
Skills:	Climb +4, Hide +7*, Spot +3*	Hide +3*
Feats:	Improved Initiative, Improved Natural Attack (claw), Multiattack	—
Environment	Mountains	Deserts
Organization:	Colony (5-20)	Solitary, pair, or gang (3-5)
Challenge Rating:	6	7
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	9-15 HD (Medium)	13-24 HD (Large)
Level Adjustment:	—	—

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Skills (Ex): *Desert mastyrials receive a +8 racial bonus to all Hide checks in desert terrain due to their coloration.

Peering out at you apprehensively from behind the rocks is a small humanoid with light blue skin and no hair whatsoever. It regards you shyly for a moment before slinking back out of sight.

The Mindhome folk are a reclusive subterranean race of humanoids that dwell in the caverns beneath the mountains. They belong to communal groups, with each member telepathically linked with one another. Should a Mindhome folk be taken from the communal group, such individuals enter a catatonic state and are thereafter considered outcasts. The Mindhome folk feed off subterranean plant life and fungus found beneath the mountains.

Mindhome folk speak Mindhome and Common, but prefer to communicate telepathically.

Mindhome Folk

Small Humanoid (Mindhome Folk, Psionic)

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 15 (+1 size, +1 Dex, +3 hide armor), touch 12, flat-footed 14

Base Attack/Grapple: +1/-4

Attacks: Bone short sword +0 melee (1d4-2/19-20)

Full Attack: Bone short sword +0 melee (1d4-2/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

Special Qualities: Darkvision 120 ft., *mindlink*

Saves: Fort +0, Ref +1, Will +4

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 13, Cha 13

Skills: Craft (any) +3, Knowledge (any) +3, Listen +3, Psicraft +4, Spot +3

Feats: Alertness

Environment: Underground

Organization: Solitary (outcast), or Hive (2-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

Combat

When cornered and forced to fight, the Mindhome folk will make use of psionics to protect themselves, also using any weapon within reach. Since the Mindhome folk are in telepathic link with one another, mind-affecting spells have no effect upon them.

Mindlink (Ps): All Mindhome folk are under a constant *mindlink* effect. This also grants them total immunity to mind-affecting effects and charms. Single folk (such as outcasts) do not have this special quality.

Psi-Like Abilities: At will—*mindlink* (one target and all mindhome folk within 60 ft.), *sense link*; 1/day—*empty mind*, *mind thrust* (DC 12). Manifest level 2nd. The save DC is Charisma-based.

Mindhome Folk as Characters

Mindhome folk, quiet and introspective, make natural psions, especially when their natural abilities are considered. Others have followed the way of the ranger,

wandering far and wide beneath the Athasian surface and yet others are called to faith in service of the elements. Earth, understandably, is their element of choice.

Mindhome folk characters possess the following racial traits.

- 2 Str, +2 Dex, +2 Wis, +2 Cha.
- Small. Mindhome folk gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Space/Reach: 5 ft./5 ft.
- Mindhome folk base land speed is 20 feet.
- Darkvision out to 120 feet.
- Racial Hit Dice: A Mindhome folk begins with 2 levels of humanoid (mindhome), which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +0 and Will +3.
- Racial Skills: A Mindhome folk's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Craft (any), Knowledge (any), Listen, Psycraft and Spot.
- A Mindhome folk's humanoid levels give it 1 feat.
- Weapon Proficiency: A Mindhome folk is proficient with all simple and martial weapons.
- Special Attacks (see above): Psi-link abilities.
- Special Qualities (see above): Mindlink.
- Automatic Languages: Common, Mindhome. Bonus Languages: Anakore, Gith, Hej-Kin.
- Favored Class: Psion.
- Level Adjustment +1.

Mountain Stalker

Large Giant

Hit Dice: 10d8+40 (85 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +7/+18

Attack: Tentacle rake +13 melee (3d6+7)

Full Attack: 4 tentacle rakes +13 melee (3d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

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

Saves: Fort +11, Ref +8, Will +3

Abilities: Str 24, Dex 16, Con 19, Int 6, Wis 10, Cha 7

Skills: Climb +18, Listen +5, Spot +5

Feats: Alertness, Cleave, Lightning Reflexes, Power Attack

Environment: Mountains

Organization: Solitary, pair, or clan (4-10)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: —

These giantlike creatures stand some 10 to 15 feet tall and have strange, beast-like heads with a pair of glaring eyes protruding from the middle. However, the most notable feature of these giants are their arms; each forearm ends in a pair of semi-prehensile tentacles, which they use to rend their prey apart.

Mountain stalkers are a strange race of skilled climbers that mostly inhabit rocky and mountainous areas. Although they usually keep to themselves and shy away from civilized areas, they are not above attacking a much less weaker force if encountered. Mountain stalkers have little or no regard for other creatures, except for other mountain stalkers. The life of a mountain stalker is extremely dangerous, and most have short life spans.

Mountain stalkers speak Giant in a crude dialect.

Combat

Mountain stalkers flail away with both of their twin-tentacled arms, inflicting critical amounts of damage upon their opponents. One of their favorite strategies is to hide in caves in the mountain side upon sensing intrusion and then leap upon their opponents when they draw near.

Skills: Mountain stalkers benefit from a +4 racial bonus to Climb checks.

Mud Fiend

Medium Aberration

Hit Dice: 6d8+12 (39 hp)

Initiative: +0

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

Armor Class: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +4/+5

Attack: Slam +5 melee (1d8+1 plus envelop)

Full Attack: 2 slams +5 melee (1d8+1 plus envelop)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Envelop, improved grab

Special Qualities: Darkvision 60 ft., reform

Saves: Fort +4, Ref +2, Will +5

Abilities: Str 12, Dex 11, Con 14, Int 5, Wis 11, Cha 9

Skills: Hide +3*, Listen +3, Spot +3

Feats: Ability Focus (envelop), Improved Natural Armor, Improved Natural Attack (slam)

Environment: Silt

Organization: Solitary or nest (1-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: —

From out of the pool of watery mud rises a pillar of muck the size of a man. Crude arms and legs emerge from the seething mass and black, hollow eyes open to gaze hungrily upon you.

The mud fiend is a lurking predator formed entirely from mud, slime and muck. Most scholars assume that the mud fiend is some kind of sentient force that inhabits and animates mud, as the creatures seem indistinguishable from the wallows that are their home. Others believe it to be a colony of microscopic animals cooperating to create a common defense out of the mud.

Mud fiends require decaying flesh to sustain their foul existence and treat the bodies of their victims as fertilizer for their homes. A mud fiend forms a body that is roughly man-sized, but this form is temporary and can reform if destroyed. There appears to be no known way to permanently destroy a mud fiend, other than by drying out or removing the mud that is its domain.

Combat

A mud fiend lies immersed in mud until a target passes nearby. It then forms a body from the surrounding mud and strikes with a pair of slamming pseudopodia. These armlike protrusions are used to grapple, envelop and smother a target. A particularly tricky foe will be dragged into the fiends' muddy pit itself where he or she can be attacked from all angles by any mud fiends dwelling there.

Envelop (Ex): If a mud fiend successfully grapples its target, it envelops its foe in its muddy arms and attempts to smother it. A target so enveloped must make a **Fortitude save** each round (DC 17) or start to suffocate. A successful **save** indicates that the target has managed to snatch a breath. The **save DC** is **Constitution**-based.

Improved Grab (Ex): If a mud fiend hits with its slam attack, it may attempt to initiate a grapple check as a free action without provoking an attack of opportunity. If it successfully grapples its target, the mud fiend may envelop its foe.

Reform (Ex): If reduced to 0 **hit points**, a mud fiend dissipates into the muck of its home. It will reform at full health in 2d6 day's time. Only destruction of its muddy home can prevent this ability from operating.

Skills: *A mud fiend receives a +8 **racial bonus** on all **Hide** checks when immersed in mud.

Mul

Mul, 1st-Level Warrior Medium Humanoid (Dwarf)

Hit Dice: 1d8+2 (6 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 hide armor), touch 10, flat-footed 13

Base Attack/Grapple: +1/+4

Attack: Alhulak +4 melee (1d6+4/x3)

Full Attack: Alhulak +4 melee (1d6+4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Mul traits

Saves: Fort +4, Ref +0, Will -1

Abilities: Str 17, Dex 11, Con 14, Int 10, Wis 9, Cha 6

Skills: Intimidate +2, Jump +4

Feats: Improved Initiative

Environment: Any

Organization: Solitary, pack (2-8) or band (4-24)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

A tall, powerfully built humanoid with hairless, coppery skin, this figure regards you with thinly veiled contempt. His thews flex as he moves with panther-like grace and his almost animal senses seem keenly tuned to the world around him.

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as

well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Second only to the half-giant, the mul is the strongest of the common humanoid races of the tablelands. Muls grow as high as seven feet, weighing upwards of 250 pounds, but carry almost no fat at all on their broad muscular frames. Universal mul characteristics include angular, almost protrusive eye ridges, and ears that point sharply backwards against the temples. Most muls have dark copper-colored skin and hairless bodies.

Combat

Muls are bred to kill, finding the fruition of their heritage in bloody arena combat or the fields of open war. Birthed through pain and death, the mul has few of the fears and compunctions that cripple lesser men in battle, and they fight with speed, **Strength** and an unflagging endurance.

Muls favor melee combat and will go toe-to-toe with their foes with great gusto. Stubborn and hard-headed, muls will tend to press a combat situation beyond the point of advantage and often find that they have bitten off more than they can chew. No mul would ever admit this, however, and the success that comes with desperation and stubbornness combined has made the mul a feared opponent wherever one finds him.

Mul Traits (Ex):

- +4 **Strength**, +2 **Constitution**, -2 **Charisma**.
- **Medium:** As Medium creatures, muls have no special bonuses or penalties due to their size.
- Mul base land speed is 30 feet.
- **Darkvision:** Muls can see in the dark up to 30 feet. **Darkvision** is black and white only, but is otherwise like normal sight, and muls can function just fine with no light at all.
- **Tireless:** Muls get a +4 **racial bonus** to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the **Endurance** feat. This bonus may also be applied to **saving throws** against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement.
- **Extended activity:** Muls may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue.
- **Dwarven Blood:** For all special abilities and effects, a mul is considered a dwarf. Muls, for example, can use dwarven weapons and magic items with racially specific dwarven powers as if they were dwarves.
- **Nonlethal damage reduction:** When a mul takes nonlethal damage from any source, that damage is reduced by 1.
- **Favored Class:** Gladiator
- **Automatic Language:** Common. **Bonus Languages:** Dwarven, Elven, Gith, Giant, Tarek
- **Level Adjustment** +1.

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

Mul Society

As a collective group, muls have no lands to call their own. Occasionally, escaped muls band together as outlaws and fugitives, because of their common ex-slave backgrounds, and because their mul metabolism makes it easier for them to survive as fugitives while other races cannot keep up. Almost without exception, muls are born in the slave pits of the merchants and nobles of the city-states. Most are set to work as laborers, some as gladiators, and fewer yet as soldier-slaves. Very few earn their freedom; a greater number escape to freedom among the tribes of ex-slave that inhabit the wastes.

Most mul laborers master the conventions of slave life, figuring out through painful experience who can be trusted and who cannot. Muls learn from their mistakes in the slave pits to a greater extent than other races not because they are cleverer, but because unlike slaves of other races they tend to survive their mistakes, while other slave races are less expensive and therefore disposable. Only the most foolish and disobedient mul would be killed. Most masters will sell a problem mul slave rather than kill him. Their mastery of the rules of slave life and their boundless capacity for hard work allows them to gain favor with their masters and reputation among their fellow slaves.

Muls speak the common tongue of slaves, but favored muls that stay in one city long enough before being sold to the next sometimes pick up the city language. Because of their tireless metabolism, muls have the capacity to integrate with peoples that other races could not dream of living with, such as elves and thri-kreen.

Nikaal

Nikaal, 1st Level Warrior

Medium Humanoid (Reptilian)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 feet (6 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Tkaesali +4 melee (1d10+3/x3) or claw +3 melee (1d4+2) or javelin +2 ranged (1d6+2)

Full Attack: Tkaesali +4 melee (1d10+3/x3) or 2 claws +3 melee (1d4+2) or javelin +2 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid spit

Special Qualities: Heat tolerance

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

Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 9, Cha 8

Skills: Appraise +2, Survival +1

Feats: Weapon Focus (tkaesali)

Environment: Deserts

Organization: Solitary, gang (2-3), band (6-10 plus 1 leader of 4th-6th level), or tribe (30-60 plus 2 lieutenants of 4th-6th level and 1 captain of 7th-10th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +1

This creature is a reptilian humanoid with purplish scales and claws of a greenish, bone-like substance. Though facially similar to humans, its eyes have a serpentine appearance.

Nikaals are a race of nomadic tribes of wanderers and explorers. They rarely remain in one place for more than a week, and some suspect they have traveled to the Tablelands from a faraway homeland beyond the Ringing Mountains.

Nikaals stand between 5 and 6 feet tall and weigh 150-250 pounds. Nikaals speak Common and Nikaal.

Combat

Nikaal traders tend to avoid combat but can be savage if provoked. A trained nikaal warrior fights viciously with his tribe's weapon, which he values as much as his life; a nikaal stripped of his tkaesali is cast out from the tribe until he reclaims the weapon.

Acid Spit (Ex): As a standard action, a nikaal can spit a glob of acid at one target within 15 feet, doing 2d4 points of acid damage. The target can make a **Reflex** save (DC 11) for half damage. The nikaal can spit acid once every three rounds, up to five times per day. The **save DC** is **Constitution**-based.

Heat Tolerance (Ex): A nikaal's scales regulate the body's temperature in the hot sun. Nikaals need only half the water humans need and are not as troubled by heat dangers. They treat very hot temperatures as normal and extreme heat as though it were only very hot. Abysmal heat affects them normally, however, and wearing armor of any kind except shields negates this ability.

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

Nikaal Society

Nikaal tribes wander from city to city, trading goods bought at the last city or picked up on their travels. Only during tribal crises, such as the appointment of a new elder, does a tribe stop for more than a week.

Though supposed to have journeyed from beyond the Ringing Mountains, the nikaals' origin is shrouded in mystery. Most, however, doubt that they are one of the New Races spawned by the Pristine Tower.

Nikaals as Characters

A nikaal character's preferred class is fighter, though each nikaal tribe has a shaman that is a cleric of any element.

- +2 **Str**, +2 **Con**.
- Medium size. Nikaals have neither benefits nor penalties due to size.
- Nikaal base speed is 30 feet.
- +3 **natural armor bonus**.
- Natural weapons: 2 claws (1d4), bite (1d4).
- **Special Attacks:** Acid Spit (see above).
- **Special Qualities:** Heat Tolerance (see above).
- Automatic Languages: Common, Nikaal. Bonus Languages: Gith, Ptteran, Ssurran, Thri-Kreen, Yuan-Ti.
- Favored Class: Fighter.
- **Level Adjustment** +1.

Obsidian Retriever

Large Construct

Hit Dice: 11d10+30 (90 hp)

Initiative: +4

Speed: 50 ft. (10 squares)

Armor Class: 28 (+4 Dex, -1 size, +15 natural), touch 13, flat-footed 24

Base Attack/Grapple: +8/+18

Attack: Claw +13 melee (2d6+6)

Full Attack: 4 claws +13 melee (2d6+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 2d6+6, eye powers, improved grab, spell-like abilities

Special Qualities: Construct traits, darkvision 60 ft., DR 10/adamantine, immunity to magic, low-light vision, vulnerability to fire and electricity

Saves: Fort +3, Ref +7, Will +3

Abilities: Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 12-22 HD (Large); 23-33 HD (Huge)

Level Adjustment: —

An enormous spider composed entirely of obsidian, this creature scuttles towards you, lambent energies playing within its faceted eyes.

Obsidian retrievers are constructs fashioned by procedures long forgotten. Relics of an earlier age, they are the prized possessions of sorcerer-monarchs and the great merchant houses, but are also sometimes encountered in the ancient ruins that dot Athas' landscape.

Their similarity in appearance to the demonic race known as retrievers may be a coincidence, or obsidian retrievers may indeed be the results of long-lost magical experiments to recreate servile versions of the abyssal species. Whatever the truth, psionics clearly had a hand in their design, as rumor has it that only psionic disciplines of the highest power can allow a user control over an obsidian retriever. Needless to say, these same rumors hint that the palaces of the sorcerer-monarchs are guarded by specially programmed obsidian retrievers that answer only to the monarch in person.

Combat

As constructs, obsidian retrievers are mindless and can take no actions of their own accord. Consequently, an obsidian retriever responds to combat according to whatever instructions it has most recently received. For those retrievers that are encountered in forgotten ruins and similar locations, these instructions may be hundreds or thousands of years old and may have only passing relevance to the present day. Orders to slay intruders, guard treasure (and retrieve it if stolen), protect a place, person or object or similar simple directives are all examples of the kind of work obsidian retrievers are assigned.

The retriever has four magical eyes, each with a different elemental power. It can use one eye power per

round and each power can be used once every five rounds.

Constrict (Ex): On a successful grapple check, an obsidian retriever deals 2d6+6 points of damage.

Eye Powers (Sp): An obsidian retriever can use one of its four magic eyes as a free action once per round, using each power every four rounds: *flesh to stone* (DC 16), *fireball* (DC 13), *ice storm*, and *sirocco* (DC 18, duration 1 round). Caster level 15th. The save DCs are Constitution-based.

Immunity to Magic (Ex): An obsidian retriever is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Fire and electricity attacks affect the obsidian retriever as normal, and the retriever is vulnerable to those attacks.

A *transmute rock to mud* spell slows the obsidian retriever (as the *slow* spell) for 2d6 rounds.

A *transmute rock to mud* spell cast by the obsidian retriever's master heals a number of its hit points equal to the gp spent on a special obsidian dust material component.

Improved Grab (Ex): If an obsidian retriever hits with a claw attack, it may initiate a grapple check as a free action without provoking an attack of opportunity. If it establishes a hold, it can constrict.

Spell-Like Abilities: At will—*find the path*, *locate object*. Caster level 15th.

Pakubrazi

Large Aberration (Shapechanger)

Hit Dice: 6d8+12 (39hp)

Initiative: +5

Speed: 30 ft. (6 squares), fly 50 ft. (poor)

Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +4/+13

Attack: Claw +9 melee (1d4+5)

Full Attack: 2 claws +9 melee (1d4+5), bite +3 melee (1d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood drain, improved grab, taint

Special Qualities: Change shape, darkvision 60 ft.

Saves: Fort +4, Ref +3, Will +6

Abilities: Str 20, Dex 12, Con 14, Int 9, Wis 12, Cha 11

Skills: Bluff +6, Climb +6, Listen +4, Spot +4

Feats: Alertness, Improved Initiative, Weapon Focus (claw)

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: —

This freakish beast seems to be composed of varying parts of insect and human, with compound eyes, wings and small claws for hands. It stands on two clawed legs, towering over all but the tallest half-giants.

Pakubrazi are insect-like creatures that can change the shape of their bodies to resemble humanoids. These

bipedal creatures have small claws that serve as hands, and a pair of wings that allow them to fly. They are capable of changing all or parts of their body to resemble humanoids, though they cannot imitate individual features.

Pakubrazi are parasites that live by feeding off the blood of living creatures. They usually work alone but may sometimes cooperate in small groups. Dwelling amongst other humanoids, they maintain a charade of normality and are masterful actors. Pakubrazi are thought to be remnants of the Green Age. On rare occasions, pakubrazi blood has been used to intentionally taint an enemy by slipping it into his food. It makes a horrific form of revenge.

A pakubrazi stands 10 feet tall and weighs 600 lbs.

Combat

In combat, a pakubrazi will normally wield weaponry in its humanoid hands, possessing sufficient **Strength** to best most humanoids. If it reveals its insect form, it can attack with its claws or bite. The pakubrazi's mouth contains a feeding tube which it uses to drain blood from those it bites.

Size	Bite Damage	Claw Damage
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

Any humanoid that is bitten by a pakubrazi runs the risk of becoming tainted by the creature, should enough pakubrazi genetic material enter the target's bloodstream. Tainted humanoids may find that parts of their own bodies transform into insect features when they are placed under great stress.

Blood Drain (Ex): A pakubrazi drains blood from a grappled opponent, dealing 1d2 points of **Constitution** damage each round it maintains the hold.

Change Shape (Su): As a standard action, a pakubrazi can assume the shape of any Medium or Large humanoid. In humanoid form, the pakubrazi loses its natural attacks. A pakubrazi can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a pakubrazi reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Improved Grab (Ex): To use this ability, a pakubrazi must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood from its opponent.

Taint (Su): A creature takes **Constitution** damage from a pakubrazi's blood drain must make a **Fortitude** save (DC 13) or become tainted, gaining the pakubrazi-tainted template. The save DC is **Charisma**-based.

A *remove curse* spell removes the taint and restores the tainted creature's body, but for each transformation the creature has undergone, it suffers 2 points of **Constitution** damage and is nauseated for 1 round.

Pakubrazi-Tainted

A pakubrazi-tainted creature has been cursed by a pakubrazi to experience hideous transformations to parts of its body. These transformations produce insect-like body parts and slowly bend the afflicted creature toward evil.

Creating a Pakubrazi-Tainted

"Pakubrazi-tainted" is an acquired template that can be added to any creature with the giant, humanoid, or monstrous humanoid type, except those that are already insectile (such as thri-kreen). The creature (hereafter referred to as the base creature) uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's type does not change until its transformation ability triggers for the first time; after that, it changes to the aberration type. Its size does not change.

Speed: The leg transformation increases a pakubrazi-tainted creature's base land speed by 10 ft. The back transformation gives it wings and a fly speed of 60 ft. (poor maneuverability).

Armor Class: The chest transformation increases a pakubrazi-tainted creature's natural armor by 2.

Attacks: A pakubrazi-tainted creature can gain claw and bite attacks, and the claws are the primary natural weapons. If the base creature can use weapons, the pakubrazi-tainted retains this ability.

Damage: The creature uses the damage values in the table below or the base creature's damage values, whichever are greater.

Special Qualities: A pakubrazi-tainted has all the special qualities of the base creature, plus the following special qualities.

Darkvision out to 60 feet (once the first transformation triggers).

Transformation (Ex): Once per encounter when the pakubrazi-tainted creature takes damage, it must make a **Will** save (DC 10 + 1/2 HD of the infecting pakubrazi + the infecting pakubrazi's **Charisma** modifier; DC 13 for the standard pakubrazi). On a failed save, the creature suffers a transformation to a random body part (see the table below) and is nauseated for one round as the transformation takes place.

d%	Transformed Area	Effect
01-20	Head	Creature gains an insect head and a secondary bite attack, and its Strength increases by 2.
21-40	Chest	Creature gains a chitin-plated shell, increasing its natural armor by 2, and its Constitution increases by 2.
41-60	Back	Creature sprouts wings and gains a fly speed of 60 ft. (poor maneuverability).
61-80	Arms	Creature gains two primary claw attacks, and its Strength increases by 2.
81-00	Legs	Creature's base land speed increases by 10 feet, and its Dexterity increases by 2.

Paraelemental, Athasian

After the creature transforms, it enters a state of bloodlust for 1d4 minutes, attacking the nearest creatures until they or the pakubrazi-tainted are dead, or until the bloodlust ends. Once the bloodlust ends, the creature must make another **Will** save (same DC as transformation) or have its alignment shifted one step toward chaotic evil on either the lawful-chaotic axis or the good-evil axis. A *calm emotions* spell releases a creature from frenzy, but the creature must still make a **Will** save or undergo an alignment change.

If a roll would result in a transformation the creature has already undergone, no transformation takes place, but the creature must still save or suffer bloodlust.

A *remove curse* spell removes the taint and restores the pakubrazi-tainted creature's body to its natural state, but for each transformation the creature has undergone, it suffers 2 points of **Constitution** damage and is nauseated for 1 round.

Abilities: Most transformations cause an ability score increase.

Challenge Rating: Same as the base creature +1 for every two transformations.

Alignment: See the transformation ability.

Level Adjustment: +2.

A paraelemental is a synthesis of two different elemental forces combined within a single creature. This melding of the fundamental forces of nature causes paraelementals to be unpredictable opponents and dangerous when confronted. On Athas, the four paraelements are Magma, Rain, Silt and Sun; thus, the latter three differ from those in the standard D&D cosmology. These three species of Athasian paraelementals are detailed below.

The traditional Athasian view of paraelementals describes these beings as destructive and hateful, locked in an age-old war with the four classic elements. Paraelementals are often seen as complicit in or profiting from Athas' degraded environment, and although there is more rumor than truth to such tales, they nevertheless serve to enhance the paraelementals' dubious reputations.

Combat

Paraelementals have varied combat abilities and tactics, but all have the same elemental qualities.

Rain Paraelemental

This creature seems little more than a rippling curtain of rain, only the deliberate nature of its movements giving any hint of its sentience. Varying patches of light and dark suggest features—eyes and a gaping maw, perhaps—but such glimpses are brief and soon lost in the shifting contours of its watery form.

	Rain Paraelemental, Small Small Elemental (Air, Cold, Extraplanar)	Rain Paraelemental, Medium Medium Elemental (Air, Cold, Extraplanar)	Rain Paraelemental, Large Large Elemental (Air, Cold, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+2	+4	+6
Speed:	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	17 (+4 Dex, +3 natural), touch 14, flat-footed 13	19 (-1 size, +6 Dex, +4 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+1/-3	+3/+5	+6/+13
Attack:	Slam +4 melee (1d4+1 plus 1d4 cold)	Slam +7 melee (1d6+3 plus 1d6 cold)	Slam +11 melee (2d6+3 plus 2d6 cold)
Full Attack:	Slam +4 melee (1d4+1 plus 1d4 cold)	Slam +7 melee (1d6+3 plus 1d6 cold)	2 slams +11 melee (2d6+6 plus 2d6 cold)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Chill metal	Chill metal	Chill metal
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +0, Ref +5, Will +0	Fort +3, Ref +8, Will +1	Fort +5, Ref +12, Will +2
Abilities:	Str 12, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 14, Dex 19, Con 14, Int 4, Wis 11, Cha 11	Str 16, Dex 23, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Combat Reflexes, Weapon Finesse(B)	Combat Reflexes, Weapon Finesse	Combat Reflexes, Dodge, Weapon Finesse
Environment:	Paraelemental Plane of Rain	Paraelemental Plane of Rain	Paraelemental Plane of Rain
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

	Rain Paraelemental, Huge Huge Elemental (Air, Cold, Extraplanar)	Rain Paraelemental, Greater Huge Elemental (Air, Cold, Extraplanar)	Rain Paraelemental, Elder Huge Elemental (Air, Cold, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+8	+9	+10
Speed:	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)
Armor Class:	20 (-2 size, +8 Dex, +4 natural), touch 16, flat-footed 12	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16
Base Attack/Grapple:	+12/+25	+15/+29	+18/+33
Attack:	Slam +18 melee (2d8+5 plus 2d8 cold)	Slam +22 melee (2d8+6/19-20 plus 2d8 cold)	Slam +26 melee (2d8+7 plus 2d8 cold)
Full Attack:	2 slams +18 melee (2d8+5 plus 2d8 cold)	2 slams +22 melee (2d8+6/19-20 plus 2d8 cold)	2 slams +26 melee (2d8+7 plus 2d8 cold)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Chill metal	Chill metal	Chill metal
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +9, Ref +18, Will +5	Fort +11, Ref +21, Will +9	Fort +12, Ref +24, Will +10
Abilities:	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 8, Wis 11, Cha 11	Str 24, Dex 31, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Blind-fight, Combat Reflexes, Dodge, Flyby Attack, Mobility, Weapon Finesse	Ability Focus (chill metal), Blind-Fight, Dodge, Flyby Attack, Improved Critical (slam), Mobility, Power Attack, Weapon Finesse	Ability Focus (chill metal), Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Mobility, Power Attack, Weapon Finesse
Environment:	Paraelemental Plane of Rain	Paraelemental Plane of Rain	Paraelemental Plane of Rain
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Rain paraelementals are the rarest of all paraelementals on Athas, as they seldom last long once exposed to the unforgiving climate of the desert. Their forms are cold, born from the icy mingling of lashing winds and freezing waters. Mobile and aggressive, they are at odds with both their environment and their own dual natures. Rain

paraelementals are accorded a degree of respect not enjoyed by other paraelementals. Unfortunately, the creatures have little concept of such things, and pay no heed to those who seek to appease them through veneration.

	Silt Paraelemental, Small Small Elemental (Earth, Extraplanar, Water)	Silt Paraelemental, Medium Medium Elemental (Earth, Extraplanar, Water)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)
Initiative:	+0	+1
Speed:	20 ft. (4 squares), Swim 50 ft. (silt)	20 ft. (4 squares), Swim 50 ft. (silt)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	18 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-1	+3/+6
Attack:	Slam +4 melee (1d6+3 plus 1d4 acid)	Slam +6 melee (1d8+4 plus 1d6 acid)
Full Attack:	Slam +4 melee (1d6+3 plus 1d4 acid)	Slam +6 melee (1d8+4 plus 1d6 acid)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Acid	Acid
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4
Feats:	Cleave(B), Power Attack	Cleave, Power Attack
Environment:	Paraelemental Plane of Silt	Paraelemental Plane of Silt
Organization:	Solitary	Solitary
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)
Level Adjustment:	—	—

	Silt Paraelemental, Large	Silt Paraelemental, Huge
	Large Elemental (Earth, Extraplanar, Water)	Huge Elemental (Earth, Extraplanar, Water)
Hit Dice:	8d8+32 (68 hp)	16d8+80 (152 hp)
Initiative:	+2	+4
Speed:	20 ft. (4 squares), Swim 50 ft. (silt)	20 ft. (4 squares), Swim 50 ft. (silt)
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+6/+15	+12/+27
Attack:	Slam +10 melee (2d8+7 plus 1d6 acid)	Slam +17 melee (2d10+10/19-20 plus 1d8 acid)
Full Attack:	Slam +10 melee (2d8+7 plus 1d6 acid)	Slam +17 melee (2d10+10/19-20 plus 1d8 acid)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Acid	Acid
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +10, Ref +4, Will +2	Fort +15, Ref +9, Will +5
Abilities:	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6	Listen +9, Spot +10
Feats:	Cleave, Great Cleave, Power Attack	Cleave, Great Cleave, Dodge, Improved Critical (slam), Power Attack, Sunder
Environment:	Paraelemental Plane of Silt	Paraelemental Plane of Silt
Organization:	Solitary	Solitary
Challenge Rating:	5	7
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	9–15 HD (Large)	17–20 HD (Huge)
Level Adjustment:	—	—

Rain paraelementals speak Aquan and Auran, though they rarely choose to do so. Their voices are harsh and shrieking and filled with cold malice.

Combat

Rain paraelementals enjoy a high degree of mobility, making them powerful on large battlefields. They often attempt to lure foes to within range of their numerous

attacks of opportunity. Beyond this, their principal tactic is to move so as to maximize the number of targets in range of their *chill metal* ability.

Chill Metal (Su): A rain paraelemental can use *chill metal* at will, as the spell except that it affects all metal within a radius centered on the paraelemental and based on its size (see the table below). Additionally, the paraelemental extends the coldest round for 2 additional rounds, giving the ability a total duration of 9 rounds.

	Silt Paraelemental, Greater	Silt Paraelemental, Elder
	Huge Elemental (Earth, Extraplanar, Water)	Huge Elemental (Earth, Extraplanar, Water)
Hit Dice:	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+5	+6
Speed:	20 ft. (4 squares), Swim 50 ft. (silt)	20 ft. (4 squares), Swim 50 ft. (silt)
Armor Class:	22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17	23 (-2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+15/+31	+18/+35
Attack:	Slam +21 melee (2d10+12/19-20 plus 2d6 acid)	Slam +25 melee (2d10+13/19-20 plus 2d6 acid)
Full Attack:	Slam +21 melee (2d10+12/19-20 plus 2d6 acid)	Slam +25 melee (2d10+13/19-20 plus 2d6 acid)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Acid	Acid
Special Qualities:	Damage reduction 10/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +17, Ref +12, Will +7	Fort +19, Ref +13, Will +8
Abilities:	Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +12, Spot +12	Listen +13, Spot +14
Feats:	Ability Focus (acid), Cleave, Combat Reflexes, Great Cleave, Dodge, Improved Critical (slam), Power Attack, Sunder	Ability Focus (acid), Cleave, Combat Reflexes, Great Cleave, Dodge, Improved Critical (slam), Improved Overrun, Power Attack, Sunder
Environment:	Paraelemental Plane of Silt	Paraelemental Plane of Silt
Organization:	Solitary	Solitary
Challenge Rating:	9	11
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—

	Sun Paraelemental, Small Small Elemental (Air, Extraplanar, Fire)	Sun Paraelemental, Medium Medium Elemental (Air, Extraplanar, Fire)	Sun Paraelemental, Large Large Elemental (Air, Extraplanar, Fire)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7	+9	+11
Speed:	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1/-3	+3/+4	+6/+12
Attack:	Slam +4 melee (1d4 plus 1d4 fire)	Slam +8 melee (1d6+1 plus 1d6 fire)	Slam +12 melee (2d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d4 plus 1d4 fire)	Slam +8 melee (1d6+1 plus 1d6 fire)	Slam +12 melee (2d6+3 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +8, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Improved Initiative, Weapon Finesse(B)	Improved Initiative, Weapon Finesse	Dodge, Improved Initiative, Weapon Finesse
Environment:	Paraelemental Plane of Sun	Paraelemental Plane of Sun	Paraelemental Plane of Sun
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

Silt Paraelemental

Writhing over the ground is a bloated, serpentine worm formed entirely of silt. It rears its front end and probes the air for a moment, then lunges forward, its snout forming a solid, pummeling mass.

RAIN PARAELEMENTAL SIZES

Paraelemental	Height	Weight	Chill Metal	
			Save DC	Radius
Small	4 ft.	1 lb.	11	5 ft.
Medium	8 ft.	2 lb.	12	10 ft.
Large	16 ft.	4 lb.	14	15 ft.
Huge	32 ft.	8 lb.	18	20 ft.
Greater	36 ft.	10 lb.	22	25 ft.
Elder	40 ft.	12 lb.	24	30 ft.

Silt paraelementals swim the gloomy seas of their home plane but are mobile above ground if summoned to such a location. They take on a loosely snakelike shape and use this form to either swim through silt or crawl across solid ground. When summoned to the Material Plane, a silt paraelemental forms itself from whatever amount of silt it was conjured from.

Silt paraelementals speak Terran and Aquan but rarely choose to do so.

Combat

A silt paraelemental attacks by compacting one end of its body into a compressed mass of silt. It punches and

SILT PARAELEMENTAL SIZES

Paraelemental	Length	Weight	Acid Save DC	Damage (metal/wood)
Small	4 ft.	40 lb.	12	10 points
Medium	8 ft.	80 lb.	15	20 points
Large	16 ft.	160 lb.	18	30 points
Huge	32 ft.	320 lb.	23	40 points
Greater	36 ft.	400 lb.	27	40 points
Elder	40 ft.	480 lb.	29	40 points

batters its foes with this "snout." The creature's elemental nature also makes the silt from which it is formed highly corrosive, and any opponent struck by it suffers the effects of this acidic blight.

Acid (Ex): A silt paraelemental's slam attack deals bludgeoning damage plus acid damage from the paraelemental's highly corrosive body. This acid also deals damage each round to metal or wooden objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a [Reflex save](#). A metal or wooden weapon that strikes a silt paraelemental also dissolves

immediately unless it succeeds at a [Reflex save](#). If a silt paraelemental successfully grapples an opponent, the opponent's armor must likewise make a [Reflex save](#) at a -4 penalty or be dissolved. [Save DCs](#) and damage vary with the paraelemental's size (see the table below). The [save DC](#) is Constitution-based.

	Sun Paraelemental, Huge Huge Elemental (Air, Extraplanar, Fire)	Sun Paraelemental, Greater Huge Elemental (Air, Extraplanar, Fire)	Sun Paraelemental, Elder Huge Elemental (Air, Extraplanar, Fire)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13	+14	+15
Speed:	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)	Fly 80 ft. (good) (18 squares)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +19 melee (2d8+6 plus 2d8 fire)	Slam +23 melee (2d8+7/19-20 plus 2d8 fire)	Slam +27 melee (2d8+9/19-20 plus 2d8 fire)
Full Attack:	Slam +19 melee (2d8+6 plus 2d8 fire)	Slam +23 melee (2d8+7/19-20 plus 2d8 fire)	Slam +27 melee (2d8+9/19-20 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +7	Fort +12, Ref +25, Will +8
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +28, Spot +29
Feats:	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse	Ability Focus (burn), Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative, Mobility, Weapon Finesse	Ability Focus (burn), Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative, Mobility, Weapon Finesse
Environment:	Paraelemental Plane of Sun	Paraelemental Plane of Sun	Paraelemental Plane of Sun
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Sun Paraelemental

This entity drops out of the olive sky with a searing hiss, looking for all the world like a miniature star fallen to earth. Its blazing radiance gives off waves of heat, and it darts about with erratic agility.

Sun paraelementals typically drift through the blazing skies of their home plane but are equally at home in the sun-burned heavens of Athas. They move with smooth speed and fear little, secure in their incendiary natures.

SUN PARAELEMENTAL SIZES

Elemental	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	26
Elder	40 ft.	12 lb.	28

A sun paraelemental manifests as an incandescent sphere of sunlight almost too painful to look at. Everything that they touch runs the risk of catching fire. Thankfully, the sun paraelemental is an airborne creature and accidental encounters are extremely rare.

Sun paraelementals speak Auran and Ignan, though they rarely choose to do so.

Combat

A sun paraelemental is a confident opponent that does not flinch from a frontal assault when pressed to battle. It utilizes its ability to burn its targets to the maximum, attempting to set fires wherever it can when in danger.

Burn (Ex): A sun paraelemental's slam attack deals bludgeoning damage plus fire damage from the paraelemental's body. Those hit by a sun paraelemental's slam attack also must succeed on a [Reflex save](#) or catch on fire. The flame burns for 1d4 rounds. The [save DC](#) varies with the paraelemental's size (see the table below). A burning creature can take a move action to put out the flame. The [save DC](#) is [Constitution](#)-based.

Creatures hitting a sun paraelemental with natural weapons or unarmed attacks take fire damage as though hit by the paraelemental's attack, and also catch on fire unless they succeed on a [Reflex save](#).

Paraelemental Beast

Paraelemental beasts are bizarre creatures native to the elemental planes known on Athas as Magma, Rain, Silt and Sun. Some scholars and clerics (especially those who worship the classic elements of earth, air, fire and water) often describe these planes as *paraelemental* planes and claim that they are border regions where the classic elements mingle. Followers of these so-called paraelements disagree, stating instead that the planes of magma, rain, silt and sun are more highly evolved planes in their own rights, incorporating complex forms in their make-up. Such are the luxuries of dogma.

Whatever the truth, paraelemental beasts are indeed composed of two elements, synthesized into a single form. On their home planes, paraelemental beasts exist in perfect equilibrium, the twin elements that compose their forms exquisitely balanced. When on another plane, however, the elements within begin to war for dominance, each seeking to overwhelm the other and assume a pure elemental state. As a result paraelemental beasts that are taken or magically summoned from their home plane are dangerous and unstable – at best.

This facet of their makeup means that paraelemental beasts are rarely summoned to Athas by clerics of the elements. Worshippers of the paraelements, however, find that the creatures' berserk tendencies often suit their entropic ends and frequently summon these beasts. The beasts are then abandoned, while the summoner watches with satisfaction from afar as the stranded creatures take out their frustrations on their surroundings.

All paraelemental beasts are highly magical creatures with a number of immunities. Most notably, the alien make-up of their minds makes many psionic powers and attacks useless against them. Each paraelemental beast can be summoned using a *summon monster VI* or

summon nature's ally VI spell. In addition to the listed material components, the summoning of a paraelemental beast also requires an amount of the appropriate paraelement of size Huge or greater – thus, a decent rainstorm for paraelemental beasts of rain.

Combat

Paraelemental beasts of any type share the following traits.

Fast Healing (Ex): A paraelemental beast heals 3 hit points per round, provided it is alive and other conditions are met. See the individual description for details.

Paraelemental Rage (Ex): Each day a paraelemental beast remains on a plane other than its home plane, it must make a *Will* save (DC 3 + 2 per additional day) or enter an unthinking frenzy. A frenzied paraelemental beast attacks creatures within sight until there are no more, after which it seeks out concentrations of its elemental makeup. Finding a Huge concentration of element resets the *Will* DC to 3; a paraelemental beast that does not find such a concentration disintegrates in a flashy display of its elemental makeup after one day per caster level of the spell that called it, or after 2d10 days.

Wild Summoning (Ex): Summoning spells that summon a paraelemental beast instead behave as calling spells. When the spell ends, the paraelemental beast does not return to its home plane, but it does become free-willed.

Magma Paraelemental Beast

A fiendish beast rises from the surrounding lava, spreading great wings of blistering flame. Its body is seemingly composed of cracked, glowing magma and a pair of curving horns juts from its glowering brow.

	Magma Paraelemental Beast Large Elemental (Earth, Fire, Extraplanar)	Rain Paraelemental Beast Large Elemental (Air, Water, Extraplanar)
Hit Dice:	8d8+32 (68 hp)	8d8+24 (60 hp)
Initiative:	+1	+2
Speed:	30 ft. (6 squares), swim 40 ft.	Fly 80 ft. (perfect) (16 squares)
Armor Class:	19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+15	+6/+14
Attack:	Claw +10 melee (1d8+5 plus 1d6 fire)	Slam +9 melee (1d8+6)
Full Attack:	2 claws +10 melee (1d8+5 plus 1d6 fire)	Slam +9 melee (1d8+6)
Space/Reach:	10 ft./10 ft.	10 ft. / 10 ft.
Special Attacks:	Burn, magma blast, magma pounce	Drain water, drench, rain blast, water churn
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, fast healing 3, immunity to fire and mind-affecting effects, paraelemental rage, vulnerability to cold, wild summoning	Damage reduction 5/-, darkvision 60 ft., elemental traits, fast healing 3, immunity to mind-affecting effects, paraelemental rage, wild summoning
Saves:	Fort +10, Ref +3, Will +2	Fort +5, Ref +8, Will +2
Abilities:	Str 20, Dex 12, Con 18, Int 4, Wis 10, Cha 10	Str 18, Dex 14, Con 17, Int 4, Wis 10, Cha 10
Skills:	Hide +2, Spot +6, Swim +13	Listen +5, Spot +6
Feats:	Ability Focus (magma blast), Combat Reflexes, Power Attack	Ability Focus (drain water), Ability Focus (water churn), Hover
Environment	Elemental Plane of Magma	Elemental Plane of Rain
Organization:	Solitary	Solitary
Challenge Rating:	6	6
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-16 HD (Huge)	9-16 HD (Huge)
Level Adjustment:	—	—

	Silt Paraelemental Beast Large Elemental (Earth, Water, Extraplanar)	Sun Paraelemental Beast Large Elemental (Air, Fire, Extraplanar)
Hit Dice:	8d8+16 (52 hp)	8d8+24 (60 hp)
Initiative:	+2	+1
Speed:	20 ft. (4 squares), swim 40 ft.	20 ft. (4 squares), fly 100 ft. (poor)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+16	+6/+12
Attack:	Bite +11 melee (2d6+6)	Bite +7 melee (1d8+2 plus 1d6 fire)
Full Attack:	2 bites +11 melee (2d6+6) and 6 tentacles +9 melee (1d6+3)	Bite +7 melee (1d8+2 plus 1d6 fire) and 2 claws +5 melee (1d6+1 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Constrict 1d6+3, improved grab, whirlpool	Burn, death blaze, heatstroke, <i>sunburst</i>
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, fast healing 3, immunity to mind-affecting effects, paraelemental rage, silt invisibility, wild summoning	Damage reduction 5/–, darkvision 60 ft., elemental traits, fast healing 3, immunity to fire and mind-affecting effects, paraelemental rage, vulnerability to cold and darkness, wild summoning
Saves:	Fort +8, Ref +4, Will +2	Fort +5, Ref +7, Will +2
Abilities:	Str 22, Dex 15, Con 14, Int 4, Wis 10, Cha 10	Str 15, Dex 13, Con 16, Int 4, Wis 10, Cha 10
Skills:	Listen +5, Swim +20	Spot +6, Survival +5
Feats:	Ability Focus (whirlpool), Improved Natural Attack (bite), Multiattack	Ability Focus (heatstroke), Improved Natural Attack (bite), Multiattack
Environment	Elemental Plane of Silt	Elemental Plane of Sun
Organization:	Solitary	Solitary or flock (1-10)
Challenge Rating:	6	6
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-16 HD (Huge)	9-16 HD (Huge)
Level Adjustment:	—	—

Similar in appearance to many fiends of the lower planes, the magma paraelemental beast is summoned or encountered in the region of lava flows and open beds of magma. Free-willed magma paraelemental beasts that cannot return to their home plane will often make their way to such locations as they can freely interact with their parent element there.

A magma paraelemental beast stands 12 feet tall, with a wingspread of 20 feet or more. Despite their size, however, these wings are still too small to allow it to fly but they can be used to make a leaping attack known as a *magma pounce* in the right circumstances. A typical specimen weighs in at some 5,500 pounds. Their wings drip magma, their eyes burn with a perpetual fire and they leave trails of sizzling lava wherever they go. The skin of a magma paraelemental beast is ashen black, but cracks open with each movement that the creature makes, revealing molten rock beneath. Taloned claws and a tail as long as a man complete the fiendish ensemble.

Combat

Magma paraelemental beasts prefer to conduct combat in or near the lava that is their favored habitat. Not only does this give them a natural terrain advantage, but it also allows the creature to make use of its *magma pounce* ability. If at all possible, a magma paraelemental beast will initiate battle in this manner, hoping to strike with surprise and win the initiative.

It will often open with a salvo of magma blasts and then close to engage in ferocious melee. At all times a magma paraelemental beast seeks to make use of its innate heat and *burn* ability to wreak havoc on its surroundings.

Burn (Ex): A magma paraelemental beast's attacks deal additional fire damage from the paraelemental beast's flaming body. Those hit by a magma paraelemental beast's attacks also must succeed on a

Reflex save (DC 18) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a magma paraelemental beast with natural weapons or unarmed attacks take fire damage as though hit by the paraelemental beast's attack, and also catch on fire unless they succeed on a Reflex save.

Fast Healing (Ex): A magma paraelemental beast has fast healing when immersed in magma.

Magma Blast (Su): As a standard action, a magma paraelemental beast can fire blast of magma at a single target within 30 ft., dealing 4d6 points of fire damage (Reflex half DC 20). The save DC is Constitution-based.

Magma Pounce (Ex): As a full-round action, a magma paraelemental beast that is fully immersed in magma may use its wings and the superheated air above the magma to powerfully charge a creature. The magma paraelemental beast can then make a full attack, dealing double normal claw damage. It then suffers a -4 penalty to armor class instead of the normal -2 penalty for charging.

Skills: A magma paraelemental beast has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rain Paraelemental Beast

Although you can scarcely believe your eyes, there can be no denying the evidence of your senses – a free standing waterfall surges through the air towards you, showering everything beneath it with a continual curtain of glistening water.

The rarest of the paraelemental beasts, those of elemental rain appear to be churning pillars of water, akin to waterfalls, that billow through the air, both dispensing and gathering moisture as they go. Either forced to serve a summoner and master or roam in search of sustenance before they decay, rain paraelemental beasts are deceptively powerful and capable of draining a small settlement dry in a matter of minutes. For this reason their appearance is not welcomed and forces will usually mobilize to destroy such a creature should one approach a civilized area.

A rain paraelemental beast towers 16 feet tall and weighs over 2,000 pounds.

Combat

Rain paraelemental beasts have a number of ranged powers at their disposal and will prefer these to direct physical contact. When pressed, however, they are capable of delivering slamming attacks that can cripple or kill most men. In addition, those who wish to engage in melee with a rain paraelemental beast will find the fluids of their own bodies turning against them.

Drain Water (Su): As a full-round action, a rain paraelemental beast can drain moisture from all living creatures within a 30-foot radius. Affected creatures must make a **Fortitude** save (DC 19) or suffer 1d6 points of temporary **Constitution** damage. The save DC is **Constitution**-based. The rain paraelemental beast gains temporary hit points equal to the total **Constitution** damage among all creatures; these temporary hit points disappear at a rate of 1 per hour.

Drench (Ex): The rain paraelemental beast's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Medium size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals rain paraelemental beast's HD).

Fast Healing (Ex): A rain paraelemental beast has fast healing during rainstorms.

Rain Blast (Su): As a standard action, a rain paraelemental beast can direct a blast of focused water at a single target within 30 ft., dealing 3d6 points of damage (Reflex half DC 17). The save DC is **Constitution**-based.

Water Churn (Su): A rain paraelemental beast continually sheds water that churns in a 5-ft. radius cylinder directly beneath it and 40 ft. high. Creatures within the churning cylinder are subject to the beast's drench ability, and living creatures have their bodily fluids churned as well. This deals 4d6 points of damage each round the creature remains beneath the rain paraelemental beast (**Fortitude** half DC 19). The save DC is **Constitution**-based.

Silt Paraelemental Beast

Part kraken, part drake, this creature seems to be composed entirely of silt. It has a broad, sinuous body with a cluster of tentacles sprouting from one end. You see that some of the tentacles are grasping arms, while others appear to have heads with snapping jaws at their extremities.

Of all the paraelemental beasts, those of silt have adapted the best to life on Athas, and some have even carved a niche for themselves in the local ecosystem, preying upon the predators in the Sea of Silt and the larger silt basins.

Silt paraelemental beasts have the appearance of great squid-like beasts made of their parent element. They have eight tentacles, the two largest of which sport horned and fanged heads. The remaining six are used to grapple and crush targets, or to feed them to the heads.

Silt paraelemental beasts are 12 feet long and weigh as much as 800 pounds.

Combat

The silt paraelemental beast is a ferocious monster that never sleeps, never eats, never breathes and kills anything it comes into contact with. Therefore, they are either avoided outright or met with overwhelming force where possible. The creature usually initiates combat by creating a whirlpool and dragging its foes beneath the silt where it can attack them relentlessly and invisibly while they struggle to breathe. It constricts and crushes lesser prey and repeatedly bites the more threatening until they are a threat no more.

Constrict (Ex): A silt paraelemental beast deals 1d6+3 points of damage with a successful grapple check.

Fast Healing (Ex): A silt paraelemental beast has fast healing when immersed in silt.

Improved Grab (Ex): To use this ability, a silt paraelemental beast must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Silt Invisibility (Ex): When completely submerged within a body of silt, a silt paraelemental beast is effectively invisible.

Whirlpool (Su): As a full-round action, a silt paraelemental beast that is submerged in silt can create a whirlpool with a 30-foot radius centered on itself. All creatures within the whirlpool must make a Reflex save (DC 18) or be dragged beneath the silt to the bottom of the whirlpool, which can be up to 80 feet deep. The save DC is **Dexterity**-based.

Skills: Silt paraelemental beasts have a +8 **racial bonus** on any **Swim** check to perform some special action or avoid a hazard. Silt paraelemental beasts can always choose to take 10 on a **Swim** check, even if distracted or endangered and can use the run action while swimming, provided they swim in a straight line.

Sun Paraelemental Beast

An enormous two-headed bird streaks out of the sky towards you. It is seemingly composed entirely of blazing flames, and its two pairs of eyes shine with the fires of the sun.

Sun paraelemental beasts are the second most common form of paraelemental beast encountered on Athas. Needing only full sunlight to survive, they find the conditions there much to their liking and readily respond to calls from summoners loyal to elemental sun. Unlike other paraelemental beasts, those of the sun will occasionally gather together in small flocks. The overall scarcity of their summoning keeps these occurrences rare, however.

Sun paraelemental beasts look like two headed phoenixes with bodies of lambent flame. The wingspan of a sun paraelemental beast is 16 feet, and the creature weighs 4 pounds.

Combat

Combat is rare for these creatures, as they are easily able to avoid most dangers by fleeing into the skies above. When forced to engage in battle, a sun paraelemental beast will begin with a weakening heatstroke attack and then strike with a bite and claws. Despite having two heads, both are controlled by a single consciousness and act in tandem. A sun paraelemental beast cannot attack with both heads in the same round.

Burn (Ex): A sun paraelemental beast's attacks deal additional fire damage from the paraelemental beast's flaming body. Those hit by a sun paraelemental beast's attacks also must succeed on a **Reflex save** (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The **save DC** is **Constitution**-based. Creatures hitting a sun paraelemental beast with natural weapons or unarmed attacks take fire damage as though hit by the paraelemental beast's attack, and also catch on fire unless they succeed on a **Reflex save**.

Death Blaze (Su): When slain, a sun paraelemental beast explodes in a blast of solar energy, dealing 6d6 points of fire damage to creatures within a 30-foot radius (Reflex half DC 17). The **save DC** is **Constitution**-based.

Fast Healing (Ex): A sun paraelemental beast has fast healing in full sunlight.

Heatstroke (Su): As a full-round action, a sun paraelemental beast can radiate an aura of simmering heat that dehydrates all living creatures within a 30-foot radius. Affected creatures must make a **Fortitude save** (DC 16) or suffer 1d6 points of temporary **Constitution** damage. The **save DC** is **Charisma**-based.

Sunbeam (Sp): Once per day, a sun paraelemental beast can use *sunbeam* (DC 17), as the spell except that the beast itself also takes 5 points of damage. Caster level 8th. The **save DC** is **Charisma**-based.

Vulnerability to Darkness (Ex): In areas of darkness, a sun paraelemental beast is **exhausted**.

Pit Snatcher

Medium Elemental (Earth, Psionic)

Hit Dice: 5d8+25 (47hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +3/+10*

Attack: Slam +6 melee (1d6+3)

Full Attack: 2 slams +6 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, psi-like abilities, taint, tar pit

Special Qualities: Bound to pit, darkvision 60 ft., elemental traits

Saves: Fort +9, Ref +1, Will +3

Abilities: Str 17, Dex 10, Con 20, Int 5, Wis 10, Cha 12

Skills: Hide +4, Spot +4

Feats: Improved Initiative, Iron Will

Environment: Rocky badlands

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic evil

Advancement: 6-10HD (Medium); 11-15HD (Large)

Level Adjustment: —

A vaguely humanoid shape rises up out of the boiling tar pit. Its hands drip tar all about, and its large mouth opens into a silent scream of pain from which thick black smoke escapes.

Pit snatchers are twisted, evil creatures that prey upon any living being that ventures too close to their pit. They resemble earth elementals, but their form is made of dripping, molten tar. They have three openings in their head: two eyes and a wide, gapping mouth, twisted with pain and torture, from which black smoke escapes. Rumors say these creatures were once earth elementals whose life-force was drained by intense defiling magic. These elementals are now unable to return to their home plane and suffer a tortured existence living in the tar pits.

Combat

A pit snatcher attacks any living creature that approaches its tar pit.

Bound to Pit (Ex): A pit snatcher cannot willingly leave its pit, though it can travel through the ground to another tar pit within 20 feet. A pit snatcher that is forcibly removed from its pit must ooze back to its pit; if kept out of the tar pit for 1 hour, the pit snatcher dies, dissolving into a puddle of goo.

Improved Grab (Ex): To use this ability, a pit snatcher must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and drags its opponent into the tar pit.

Psi-Like Abilities: At will—*attraction* (+6 interaction bonus, DC 14*), *know direction and location*; 3/day—*synesthesia*. Manifestor level 5th. The **save DC** is **Charisma**-based.

*Includes augmentation for the pit snatcher's manifestor level.

Taint (Ex): If a pit snatcher critically hits a creature, the wounds leaves a black mark that never fades. Nothing short of a *limited wish*, *miracle*, or *wish* spell can remove a pit snatcher's taint.

Tar Pit (Ex): A creature submerged in tar takes 3d6 points of fire damage each round and starts to suffocate. To escape the pit, the creature must first escape the grapple. It must then escape the tar as though it were quicksand (see Chapter 3 of the *DMG*).

Skills (Ex): *A pit snatcher receives a +4 racial bonus on all grapple checks.

Plant, Carnivorous

Bloodgrass

This patch of long, broad-bladed grass appears quite normal—except for the writhing tendrils snaking out toward its prey.

Bloodgrass is a blood-drinking plant that manages to appear quite mundane, fooling its prey until the last possible moment. It possesses a set of wiry tendrils that twine around its prey, paralyzing the target and allowing the bloodgrass to drain the fluid it needs in order to feed itself.

Although it is considered a dangerous weed by most intelligent species, bloodgrass is used (by those who can

	Bloodgrass, Jungle Large Plant	Bloodgrass, Plains Medium Plant
Hit Dice:	8d8+40 (76 hp)	5d8+5 (27 hp)
Initiative:	-5	-5
Speed:	0 ft.	0 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+6/+14	+3/+4
Attack:	8 tendrils +9 melee (1d6+4 plus poison)	5 tendrils +4 melee (1d4+1 plus poison)
Full Attack:	8 tendrils +9 melee (1d6+4 plus poison) and 8 tendrils +4 melee (1d6+2 plus poison)	5 tendrils +4 melee (1d4+1 plus poison) and 5 tendrils -1 melee (1d4 plus poison)
Space/Reach:	10 ft./10 ft.	5 ft./ 5 ft.
Special Attacks:	Blood drain 1d6+4, cerebral bore, improved grab, poison, tendrils	Blood drain 1d4+1, cerebral bore, improved grab, poison, tendrils
Special Qualities:	Blindsight 30 ft., camouflage, plant traits	Blindsight 30 ft., camouflage, plant traits
Saves:	Fort +11, Ref —, Will +2	Fort +5, Ref —, Will +1
Abilities:	Str 18, Dex —, Con 20, Int —, Wis 11, Cha 1	Str 12, Dex —, Con 13, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	—	—
Environment	Jungles	Plains
Organization:	Solitary	Solitary
Challenge Rating:	6	3
Treasure:	1/10th coins; 50% goods; 50% items	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral	Always neutral
Advancement:	9-15 HD (Huge)	6-10 (Large); 11-14 (Huge)
Level Adjustment:	—	—

afford the 500 ceramics per plant) as a watchdog, as it is alert, aggressive and feeds itself.

There are many species of bloodgrass that thrive throughout the verdant plains and jungles of Athas. The most common strain of bloodgrass stands about 5 high, but larger variants can grow to twice this size.

Combat

Bloodgrass attempts to paralyze its prey with its poison, directing all attacks against a paralyzed victim to drain its blood. Draining tendrils seek out the victim's brain in order to kill it as fast as possible.

Blindsight (Ex): Bloodgrass has no visual organs but can identify prey within 30 ft. through sound and vibration.

Blood Drain (Ex): A patch of bloodgrass drains blood from a grappled opponent, dealing 1 point of **Constitution** damage each round it maintains the hold (or 2 points of **Constitution** damage for the jungle variant).

Camouflage (Ex): Since bloodgrass appears like normal grass when at rest, it takes a **DC 20 Spot** check to notice it before it attacks. A character trained in **Knowledge (nature)** or **Survival** can use that skill instead of **Spot** for this check.

Cerebral Bore (Ex): A tendril grappling a paralyzed target probes the creature's body for its brain. After 1d6 rounds of grappling, a paralyzed target must make a **Fortitude** save (**DC 13** or **DC 19** for the jungle variant) each round or die. The save **DC** is **Constitution**-based.

Improved Grab (Ex): To use this ability, the bloodgrass must hit with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and begins draining blood.

Poison (Ex): Injury, **Fortitude DC 13** (**DC 19** for jungle variant), initial damage 1d6 Dex, secondary damage paralysis for 2d6 rounds. The save **DC** is **Constitution**-based.

Tendrils (Ex): A patch of bloodgrass has twice as many tendrils as hit dice. Half of these are primary weapons, and the bloodgrass can strike with all of them as a single

attack. The other tendrils are secondary weapons and require the full attack action.

Bloodgrass can attack with half its tendrils as a single attack or with all its tendrils as a full-round action.

Bloodvine

A sinuous vine wrapped around the trunk of an agafari tree, this plant seems innocuous enough, but your hackles soon rise when you spot the desiccated corpse lashed to the trunk of the tree by the vine's length.

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

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

Bloodvines live on the fluids they extract from insects and small mammals. They can live for as long as three months on nothing but rain, extracting nourishment from the agafari bark. After a month of such deprivation, however, the bloodvine loses the ability to move, and after three months the bloodvine dies. Each bloodvine is inextricably attached to the tree, which is its host. Bloodvines cannot be transplanted from one tree to another, nor will a bloodvine grow anywhere but on an agafari tree. How bloodvines reproduce is a mystery, but it is impossible to eradicate them completely; kill every bloodvine on an agafari tree and within a month new bloodvines will again sprout.

	Bloodvine Large Plant	Blossomkiller Large Plant
Hit Dice:	3d8+9 (22 hp)	4d8+12 (30 hp)
Initiative:	+0	+1
Speed:	5 ft. (1 square), climb 10 ft.	0 ft.
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15	10 (-1 size, +1 Dex), touch 10, flat-footed 9
Base Attack/Grapple:	+2/+11	+3/+21*
Attack:	Slam +6 melee (1d6+5)	Tendrils +8 melee (1d6+6) or quills +3 ranged (1d2+6 plus poison)
Full Attack:	2 slams +6 melee (1d6+5)	4 tendrils +8 melee (1d6+6) or 4 quills +3 ranged (1d2+6 plus poison)
Space/Reach:	10 ft./5 ft.	10 ft./10 ft. (20 ft. with tendrils)
Special Attacks:	Anesthetizing sap, blood drain, improved grab, melee snipe	Constrict 1d6+6, improved grab, poison, quills
Special Qualities:	Blindsight 30 ft., immunity to cold and electricity, damage reduction 5/slashing or piercing, vulnerability to fire, warp wood vulnerability	Plant traits, tremorsense 30 ft
Saves:	Fort +6, Ref +1, Will +2	Fort +7, Ref +2, Will -3
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9	Str 22, Dex 12, Con 17, Int —, Wis 3, Cha 2
Skills:	Climb +13, Hide +30	—
Feats:	—	—
Environment	Forests (Crescent Forest)	Forests
Organization:	Solitary	Solitary
Challenge Rating:	3	3
Treasure:	1/10 coins; 50% good; 50% items	1/10 coins; 50% good; 50% items
Alignment:	Always neutral	Always neutral
Advancement:	4-12 HD (Huge)	5-8 HD (Large); 9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment:	—	—

Combat

Bloodvines are attracted by warmth, particularly that of a living creature. They move only at night.

The bloodvine attacks by injecting its roots into its target. The plant approaches prey at night, catching it unawares and using its sap to keep it that way; the bloodvine's melee snipe lets it remain in hiding.

Anesthetizing Sap (Ex): Wounds from a bloodvine attack cause no pain, and a victim must make a **Wisdom** check (DC 20) to be aware of a hiding bloodvine's attack. Sleeping victims cannot make this check and do not awaken.

Blindsight (Ex): Bloodvines have no visual organs, but can ascertain the location of all foes within 30 feet using sound, scent and vibration.

Blood Drain (Ex): A bloodvine drains blood from a grappled opponent, dealing 1 point of **Constitution** damage each round it maintains the hold.

Electricity Immunity (Ex): A bloodvine plant subjected to an electrical attack is instead *hasted* for 1d4 rounds.

Improved Grab (Ex): To use this ability, a bloodvine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and begins draining blood.

Melee Snipe (Ex): A bloodvine can snipe with a melee attack and can make a **Hide** check with a -20 penalty to make its sudden movement go unnoticed.

Warp Wood Vulnerability (Ex): Bloodvine receives a saving throw against *warp wood* as though it were an object; failing this save instantly slays the bloodvine.

Skills (Ex): A bloodvine has a +8 racial bonus on **Climb** checks and a +30 racial bonus on **Hide** checks. It can always choose to take 10 on a **Climb** check, even if rushed or threatened.

Blossomkiller

A tangled mass of roots, tendrils, and vines is interspersed with a handful of broad, open blooms. The flowers' stamens are tightly clustered with spines, resembling pincushions, and the leaves are bright yellow.

The blossomkiller is a creeping plant whose flowers fire quills bearing a paralytic poison. Once its victim is immobilized, the plant's tendrils crush its prey to death, allowing the exposed roots to leech nourishment from the decomposing body.

Growing in a sprawling mass, the blossomkiller thrives where there is a steady passage of animal life, as the plant is unable to move itself (beyond the creeping motions of its vines). An intricate system of interlocking vines branches out from the plant's roots and weaves itself throughout the plant's bed. This network operates much like a spiderweb, for it is touch-sensitive and alerts the plant to the presence of movement.

As soon as prey (or a potential threat) is detected, some or all of the plant's flowers will fire poisonous quills at the target. Those without help who fall unconscious due to the poison's effects seldom survive the blossomkiller's crushing **Strength**.

A blossomkiller plant can grow to 12 feet across, although specimens more than three times that size have been reported in the deeper jungles.

Combat

The blossomkiller plant is unintelligent, responding simply to the stimulus of its vine network and firing its quills at the target in response. Although they are easy to recognize once identified, they are dangerous once

	Dew Frond Medium Plant	Poisonweed Large Plant	Strangling Vine Huge Plant
Hit Dice:	3d8+6 (19 hp)	10d8+40 (85 hp)	5d8+25 (47 hp)
Initiative:	+3	+1	+6
Speed:	0 ft.	0 ft.	0 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11	9 (-2 size, +1 Dex), touch 9, flat-footed 8	10 (-2 size, +2 Dex), touch 10, flat-footed 8
Base Attack/Grapple:	+2/+7*	+7/+19	+3/+34*
Attack:	Frond +5 melee (1d6+1)	Roots +11 melee (1d2+6)	Slam +8 melee (1d10+10)
Full Attack:	4 fronds +5 melee (1d6+1)	Roots +11 melee (1d2+6)	Slam +8 melee (1d10+10)
Space/Reach:	5 ft./5 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Blood drain, improved grab, melee snipe	Acid enzyme, improved grab, poison, spore cloud	Constrict 2d10+20, improved grab
Special Qualities:	Plant traits, rapid growth	Camouflage, immunity to cold, plant traits, vulnerability to fire and defiling	Plant traits
Saves:	Fort +5, Ref +4, Will -3	Fort +11, Ref +4, Will -1	Fort +9, Ref +3, Will -2
Abilities:	Str 13, Dex 16, Con 14, Int —, Wis 3, Cha 2	Str 18, Dex 12, Con 18, Int —, Wis 2, Cha 2	Str 25, Dex 15, Con 21, Int 3, Wis 5, Cha 3
Skills:	Hide +23	—	Hide +10
Feats:	Weapon Finesse(B)	—	Improved Initiative, Improved Natural Weapon (slam)
Environment	Jungles	Forests	Jungles
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	6	10
Treasure:	1/10 coins; 50% good; 50% items	1/10 coins; 50% good; 50% items	1/10 coins; 50% good; 50% items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Medium); 7-12 HD (Large); 13-18 HD (Huge)	11-20 HD (Gargantuan); 21-30 HD (Colossal)	6-12 HD (Gargantuan)
Level Adjustment:	—	—	—

alerted, and a larger plant poses a considerable threat, simply due to the amount of poisonous quills it can fire each round.

Once its target is immobilized by the poison, the plant's tendrils seek out the slumbering victim and proceed to grapple and crush him to death. The plant will also use its tendrils in self-defense if pressed, but in doing so it reveals its only method of killing its prey.

With the victim slain, the plant becomes quiescent once more and simply waits for nature to take its course, its roots leeching whatever nutrients they can from the victim's body. Small, nimble scavengers often take advantage of this period to snatch morsels of carrion from under the blossomkiller's very blooms.

Constrict (Ex): On a successful grapple check, a blossomkiller deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a blossomkiller must hit with its tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A blossomkiller has a +8 racial bonus on grapple checks.

Poison (Ex): *Injury*, *Fortitude* DC 17, initial damage 1d6 Dex, secondary damage unconsciousness for 2 to 20 minutes. The save DC is *Constitution*-based and includes a +2 racial bonus.

Quills (Ex): A blossomkiller's quills have a range increment of 20 feet and can be fired up to five range increments.

Tremorsense (Ex): A blossomkiller's root bed is touch-sensitive and allows it to pinpoint creatures in contact with the ground within 30 ft.

Dew Frond

This plant is a collection of thin, barbed fronds growing up from a central stalk. The fronds are a yellowish tan in color and stand shoulder high on a man.

The ironically named dew frond is a blood-drinking plant that waylays passers-by with its barbed fronds and proceeds to drain them dry on the spot. As it feeds, the dew frond grows at an alarming rate, often doubling its size before the eyes of its hapless victims.

Growing in the Athasian jungle, the dew frond is an innocuous-looking killer that easily blends in with other, harmless flora. A young plant is some four or five feet across, with fronds of three to five feet in length. As the plant grows, it can soon reach heights of fifteen feet or more, with a radius of up to twenty feet.

Combat

The dew frond relies upon its natural camouflage and innocuous appearance to lull prey into ignoring it. When it strikes, it does so using one or more of its four barbed fronds, whipping these out with uncanny precision. Such is the finesse with which the dew frond strikes that survivors of such an attack often completely fail to realize that they have come under attack, instead blaming bad luck, the wind or their own carelessness for their injuries.

As soon as it hits, the dew frond immediately attempts to grapple, so that it can initiate its blood drain ability and thus feed. Once it begins feeding, it begins growing, and with a suitably large victim, such as a half-giant (for example), the plant can grow very rapidly indeed.

Blood Drain (Ex): A dew frond drains blood from a grappled opponent, dealing 1d3 points of *Constitution* damage each round it maintains the hold.

Improved Grapple (Ex): To use this ability, a dew frond must hit with its frond attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood from its opponent. *A dew frond has a +4 racial bonus on grapple checks.

Melee Snipe (Ex): A dew frond can snipe with a melee attack and can make a **Hide** check with a -20 penalty to make its sudden movement go unnoticed.

Rapid Growth (Ex): As a dew frond drains blood from a victim, it feeds and grows. For every 4 **points of Constitution** drained in this manner, the dew frond gains one **Hit Die**. This growth is permanent.

Skills (Ex): The dew frond has a +20 racial bonus on **Hide** checks.

Poisonweed

A diffuse collection of meandering roots that at first do not appear to be connected, this plant boasts a large number of bright orange petals with pale green leaves. These flowers sit at what look like nodular junctions in the roots, spreading over a wide area.

The poisonweed is a creeping plant that spreads itself across a broad area and releases poisonous spores if any creature stumbles into it. The plant attempts to digest those rendered unconscious by the spores by wrapping them in roots that secrete an acidic enzyme.

The plant is unintelligent and only attacks those who physically come into contact with it. However, it relies upon its decentralized structure and unassuming appearance to insinuate itself into undergrowth where it might easily go unnoticed. Most victims do not realize they have stumbled into a poisonweed patch until it is too late.

The average poisonweed plant is twenty feet across and spreads itself thinly along the ground, interweaving throughout other growths until it is all but invisible, only its orange flowers showing.

Combat

Relying upon stealth, the poisonweed plant waits for its victims to wander into its patch and then launches a cloud of spores from one of its flowers.

Acid Enzyme (Ex): A grappled creature automatically takes 1d10 points of acid damage each round. A creature killed by the acid enzyme disintegrates, leaving no corpse for **raise dead** attempts.

Camouflage (Ex): Since poisonweed is decentralized and appears unassuming when at rest, it takes a **DC 20 Spot** check to notice it before it attacks. Anyone with ranks in **Survival** or **Knowledge (nature)** can use one of those skills instead of **Spot** to notice the plant.

Improved Grab (Ex): To use this ability, a poisonweed must hit with a roots attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and covers its opponent with an acid enzyme.

Poison (Ex): Inhaled, **Fortitude DC 21**, initial and secondary damage unconsciousness 2d6 minutes. The save **DC** is **Constitution**-based and includes a +2 racial bonus.

Spore Cloud (Ex): As a standard action, a poisonweed can release a 15-foot radius burst of poisonous spores from its flowers. The plant also releases spores whenever it takes damage. Killing the poisonweed causes it release

all its spores at once, and creatures inhaling the poison make **Fortitude** saves with a -4 penalty.

Vulnerability to Defiling (Ex): A defiler's radius of destruction inflicts double damage on a poisonweed plant, easily killing the plant's weblike structure. A poisonweed plant killed by defiler magic does not release its spores on death.

Strangling Vine

A long brown vine that winds its way throughout the jungle canopy, this plant has shiny, moss-like leaves of deep green spread out along its length. The leaves carry wicked thorns along their undersides.

The strangling vine is a solitary parasite that exists by looping itself around its target and throttling it to death. It dwells in the upper canopy, extending itself across known pathways and animal tracks. When it detects a suitable prey, it loops itself down and attempts to strangle or crush the target.

As the body decomposes, its nutrients feed the host trees around which the strangling vine has woven itself. The vine itself draws vital sustenance from these hosts, benefiting indirectly from each death it causes.

The strangling vine seems to possess a rudimentary intelligence and will actively seek vulnerable areas on its prey's body. The vines appear to be able to identify major blood vessels and airways and focus upon these.

The average strangling vine stretches up to 25 feet through the jungle, often twining between three or four trees, and has approximately ten thorny leaves per five-foot section.

Combat

The strangling vine's tactics are simple. It waits until a suitable prey appears, only revealing its presence as it snakes down from the canopy to strike. The vine will also immediately shorten itself, dragging the target up into the canopy to hang until dead.

Only once its prey is dead (or, more specifically, once it has stopped breathing and begun to cool) will the vine release the target. Nibenese monks that wander the Crescent Forest in meditation are said to know techniques to control their breathing and blood flow that can foil a strangling vine, tricking the plant into releasing its target while still alive.

Constrict (Ex): On a successful grapple check, a strangling vine deals double normal constrict damage, 2d10+20 points of damage.

Improved Grab (Ex): To use this ability, a strangling vine must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A strangling vine has a +16 racial bonus on grapple checks.

Skills (Ex): A strangling vine receives a +8 racial bonus on **Hide** checks.

Other Athasian Plants

Brambletree

A squat, thorny tree with gnarled, clublike boughs and long, sharp spines covering its bark, brambletree is a

cultivated form of brambleweed used in constructing weapons. It is created by cutting and pruning brambleweed growths so that the plant grows upright into a brambletree. Lengths of straightened bramble are harvested and used as thorn-covered clubs or other wooden weapons.

A brambletree weapon deals piercing damage in addition to its normal types and is immune to fire. The weapon's price increases based on its type: light, +20 Cp; one-handed, +90 Cp; or two-handed, +180 Cp.

Brambleweed

This plant appears to be nothing more than a thick, twisted mass of brown-grey vines covered in thick thorns.

Growing at incredible speed, brambleweed is a nuisance that grows as a mass of thorny vines. Only the ends of each vine actually grow; the rest is an almost impassable wall of thorns. As the vine grows, the older portions of the plant harden from lack of moisture, forming a trellis for the rest of the plant to climb as well as creating a deadly defense for the newer shoots. Hardened brambleweed does not burn and is often used as a defensive bulwark by creatures that cultivate the plant for just this purpose.

A creature thrown onto the brambleweed or finding itself tangled in it suffers terrible puncture wounds from the thorns. Most individuals who wind up in a brambleweed patch die trying to free themselves from the plant's thorns.

Brambleweed grows 1 foot per day, unless stopped. As long as the plant continues to receive nourishment, it will continue to grow at an alarming rate; even the lack of moisture has no effect on its growth, only causing the outer growth to become hardened and create a tough defense for the undergrowth it surrounds.

Brambleweed Trap: CR 8; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; Atk +12 melee (2d6, 8 thorn lashes); Search DC 25; Disable Device DC 20; *Market Price:* —.

Psi-Shadow

Small Outsider (Cold, Extraplanar, Psionic)

Hit Dice: 6d8+12 (39 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15

Base Attack/Grapple: +6/+2

Attack: Touch +9 melee (2 Constitution drain)

Full Attack: Touch +9 melee (2 Constitution drain)

Space/Reach: 5 ft./5ft.

Special Attacks: Constitution drain, create spawn, psi-like abilities

Special Qualities: Change shape, control shadows, darkvision 60 ft., immunities, immunity to cold, spell resistance 16, vulnerability to fire and light

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

Abilities: Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 18

Skills: Bluff +13, Disguise +13*, Hide +24, Intimidate +13, Listen +10, Move Silently +12, Search +10, Spot +10, Survival +10 (+12 following tracks)

Feats: Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse (B)

Environment: The Black

Organization: Solitary

Challenge Rating: 5

Treasure: 1/2 Standard

Alignment: Usually chaotic evil

Advancement: 7–12 HD (Medium); 13–18 HD (Large)

Level Adjustment: —

An inky blob of shadow stretches and twists, assuming a halfling-sized humanoid form.

A psi-shadow is a 3-foot pool of inky black shadow that extends itself from the Black to the Prime Material plane. Strong light sources will destroy psi-shadows, but as long as there is a small enough light source to produce shadows, they can exist.

A psi-shadow only collects treasure when it needs to produce more shadows. The creature's treasure is usually found spread around the lair in small mounds, which it hopes lures greedy victims.

Once a psi-shadow is destroyed it vanishes, and all of its undead servant shadows become free-willed.

Combat

Psi-shadows attack with a life-draining touch, though when changing shape they use the attacks normal to their new form. A psi-shadow remains in constant contact with the ground, trying especially to remain in the shadows.

Change Shape (Su): A psi-shadow can assume the form of any living creature within one size category of itself and with Hit Dice equal to or less than its own. It can change shape or revert to its own form as a standard action, and it remains in the new form until it chooses a new one. In the new form, a psi-shadow loses its touch attack but gains the natural weapons of its new form. A change in form cannot be dispelled, but the psi-shadow reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Constitution Drain (Su): Living creatures hit by a psi-shadow's touch must succeed on a DC 17 *Fortitude* save or take 2 points of *Constitution* drain. The save DC is *Charisma*-based.

Control Light (Ps): At will, as the psionic power of the same name. Manifest level 6th.

Control Shadows (Su): A psi-shadow can control shadows within 50 ft. Shadows blur the psi-shadow and distract its opponents, giving it concealment with a 20% miss chance.

Create Spawn (Su): Any creature slain by a psi-shadow becomes an undead shadow in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the psi-shadow that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Immunities (Ex): A psi-shadow is immune to mind-affecting effects and *sleep* spells and effects.

Vulnerability to Light (Ex): A psi-shadow suffers 1d4 points of damage per round in areas of torchlight, or 2d6 points of damage per round within the radius of a *daylight* spell or in direct sunlight.

Skills: Psi-shadows have a +8 racial bonus on *Hide* checks. *When using change shape, a psi-shadow gains a +10 circumstance bonus on *Disguise* checks.

Psi-Shadow Society

Psi-shadows are guardians of twilight or any situation which produces enough light to create shadows but not enough light to destroy them. They become hostile

towards anyone that threatens the shadows they guard, usually because their treasure is hidden in said shadows. Psi-shadows are strictly solitary and are very territorial towards their domains. Sometimes they may seek aid from other psi-shadows to protect their lair; in this case there may be up to 1d4 psi-shadows in one given area. A psi-shadow is expected to repay its kin with some of the treasure they helped guard.

Psi-shadows are sometimes seen with 1d6 undead shadow servants, and these shadow servants act as bodyguards and always attack aggressors and prevent them from harming the psi-shadow.

Some sages theorize that psi-shadows are the source of the creation of all undead shadows.

Psionocus

Tiny Construct (Psionic)

Hit Dice: 3d10 (16 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 50 ft. (good)

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

Base Attack/Grapple: +2/-7

Attack: Bite +3 melee (1d4-1 plus poison)

Full Attack: Bite +3 melee (1d4-1 plus poison) and 2 claws -2 melee (1d3-1)

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

Special Attacks: Drain power points, poison

Special Qualities: Construct traits, darkvision 60 ft., low-light vision

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

Abilities: Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7

Skills: Hide +14, Listen +4, Spot +4

Feats: Flyby Attack, Hover

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any (same as creator)

Advancement: 4-6 HD (Tiny)

Level Adjustment: —

Hovering in the air before you is a small, winged lizard. It has no forelimbs, but its rear legs end in razor sharp claws.

A psionocus is an artificial creature created by a psion to serve as a servant and scout. A psionocus's creator determines its precise features. Psionoci are extensions of their creators, sharing the same alignment and basic nature.

A psionocus cannot speak, but the process of creating one links it telepathically with its creator. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A psionocus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master.

An attack that destroys a psionocus deals 2d10 points of damage to its master. If the creature's master is slain, the psionocus also dies, and its body swiftly melts away into a pool of ichor.

Combat

A psionocus attempts to avoid combat if possible. If it can't, it attacks with its sleep-inducing bite and sharp claws.

Drain Power Points (Su): A creature that falls asleep from psionocus poison loses 2 power points per round until it awakens. If the psionocus and its master are within 1,500 ft., the master gains those power points, though his power point total cannot increase beyond maximum.

Poison (Ex): Injury, **Fortitude DC** 13, initial damage sleep for 1 minute plus drain power points, secondary damage sleep for another 5d6 minutes plus drain power points. The save **DC** is **Constitution**-based and includes a +2 racial bonus.

Construction

A psionocus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a **DC** 12 Craft (sculpting) check or a **DC** 12 Craft (pottery) check. After the body is sculpted, it is animated through extended psionic meditation.

A psionocus with more than 3 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

Craft Construct, body adjustment, clairvoyant sense, control object, manifester must be at least 4th level; Price — (never sold); Cost 3,050 gp + 240 XP.

Pt erran

Pt erran, 1st Level Warrior

Medium Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 hide armor), touch 10, flat-footed 13

Base Attack/Grapple: +1/+2

Attack: Slodak +2 melee (1d6+1/19-20) or claw +2 melee (1d3+1)

Full Attack: Slodak +2 melee (1d6+1/19-20) and bite -3 melee (1d4), or 2 claws +2 melee (1d3+1) and bite -3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Pt erran traits

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

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

Skills: Climb +3, Handle Animal +2, Jump +3, Listen -2, Ride +2

Feats: Dodge

Environment: Any

Organization: Solitary, pair, or tribe (11-50)

Challenge Rating: 1/2

Alignment: Usually lawful good

Advancement: By character class

Level Adjustment: +0

A humanoid with features that combine reptile and avian, this creature is covered in light scaly hide and sports short, sharp claws at the end of its limbs. It has a

beak-like mouth and a large bony crest along the back of its head.

Pterrans are a humanoid species rarely seen in the Tablelands. They live their lives in the Hinterlands, rarely leaving the safety of their villages. However, the recent earthquake and subsequent storms have brought disruption into the pterrann's lives. More pterrans now venture outside their homes, and come to the Tyr region to seek trade and information.

Combat

Most pterrans are uncomfortable with the idea of combat and find warfare and its attendant activities highly distasteful, even brutish. Those that follow the warrior's Life Path, however, are less concerned with such niceties, however, and take great satisfaction in executing a combat strategy that results in victory without friendly casualties.

Pterrann Traits (Ex):

- **-2 Dexterity, +2 Wisdom, +2 Charisma:** Pterrann's strong confidence and keen instincts for others' motives makes them keen diplomats, and when they take the path of the psion, powerful telepaths.
- **Medium:** As Medium creatures, pterrans have no special bonuses or penalties due to their size.
- **Pterrann base land speed is 30 feet.**
- **-2 penalty to Listen checks.** Pterrans have only slits for ears, and their hearing sense is diminished.
- **Natural Weaponry:** 2 claws (1d3), 1 bite (1d4). A pterrann's bite is treated as a secondary attack. For more on natural attacks, see MM section on natural weapons.
- **Wild Telepathy.** All pterrans are gifted from the day they hatch with the ability to use the *missive* talent at will, but only with their fellow reptiles.
- **Weapon Familiarity:** Thanaks are treated as martial rather than exotic weapons by pterrans. These weapons are more common among pterrans than among other races.
- **Automatic Languages:** Pterrann. **Bonus Languages:** Common, Dwarven, Elven, Halfling, Giant, Gith, Ssurran, Thri-Kreen and Yuan-ti. Pterrann know the languages of the few intelligent creatures that live in the Hinterlands.
- **Favored Class:** A pterrann's life path determines his favored class. Those following the Path of the Druid have druid as a favored class; the Path of the Mind gives psion as a favored class, while the Path of the Warrior gives ranger as a favored class.

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

Pterrann Society

Pterrans are new to the Tablelands, and unaccustomed to cultures and practices of the region. They have learned to not judge too quickly. Their faith in the Earth Mother means they undertake their adventure with open minds, but they will remain subdued and guarded around people they do not trust. A pterrann's respect for the Earth Mother governs all his behavior. Creatures that openly destroy the land or show disrespect for the creatures of the wastes are regarded suspiciously. Pterrans understand the natural cycle of life and death but have difficulty with some aspects of the city life, such as cramped living

spaces, piled refuse, and the smells of unwashed humanoid.

Pterrans worship the Earth Mother, a representation of the whole world of Athas. Their devotion to the Earth Mother is deeply rooted in all aspects of their culture, and it defines a pterrann's behavior. All rituals and religious events are related to their worship of the Earth Mother. Religious events include festivals honoring hunts or protection from storms, with a priest presiding over the celebration. Most pterrann priests are druids.

Pterrans follow a *Life Path*, a cultural role that helps shape their growth and development. A pterrann's life path determines his favored class. Those following the Path of the Druid have Druid as a favored class; the Path of the Mind gives Psion as a favored class, while the Path of the Warrior gives Ranger as a favored class. A Pterrann chooses a life path upon coming of age, and the path cannot be changed once chosen at character creation time.

Raakle

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 70 ft. (average)

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, spit acid

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

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 18, Dex 15, Con 16, Int 3, Wis 12, Cha 10

Skills: Listen +4, Spot +5

Feats: Flyby Attack, Hover

Environment: Rocky badlands

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: —

You see a bird with brilliant orange and red plumage and a body the size of a half-giant. The creature has powerful, three-clawed feet and a tubular beak no wider than a human finger.

Raakles are predatorial birds that roam the forests, mountains and rocky wastes of the Tablelands in search of prey. They resemble parrots but for their narrow heads, which end in a tiny beak that the creature uses to spray acid over its quarry. A raakle stands almost 12 feet tall and weighs 900 pounds.

Combat

Raakles attack by grabbing a foe with both claws and spitting gluey stomach acid over the grappled victim. Once the raakle digests its prey, it sucks the oozy remains up through its tube-like beak. A raakle unable to spit more acid will flee from combat, as it cannot digest any more food that day. A raakle can spit acid without first grappling

its prey, but it rarely risks doing so and potentially missing a target with its digestive juices.

Improved Grab (Ex): To use this ability, a raakle must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A raakle can spit acid on a grappled opponent, giving the creature a -4 penalty on its Reflex save.

Spit Acid (Ex): 15-ft. line, twice every 12 hours; damage 6d4 acid, Reflex DC 15 half. Spitting acid twice depletes the raakle's acid supply for 12 hours. The save DC is Constitution-based.

Razorwing

Medium Magical Beast (Psionic)

Hit Dice: 4d10+4 (26 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 80 ft.* (average)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +3/+3

Attack: Wing +5 melee (1d6)

Full Attack: Wing +5 melee (1d6) and bite +0 melee (1d6) and 2 claws +0 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 10, Dex 14, Con 13, Int 2, Wis 14, Cha 12

Skills: Hide +8, Listen +3, Move Silently +8, Spot +4

Feats: Flyby Attack, Weapon Finesse

Environment: Silt

Organization: String (2-8)

Challenge Rating: 2

Alignment: Always neutral

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: —

With swift beats of its wings, this reptilian animal glides a few feet above the silt. Its wing-flaps run between fore and hind limbs and are lined with a hard bony ridge.

Razorwings hide under the silt and burst out of the sand to surprise creatures flying above. These vicious carnivores, when attacking in waves, have been able to bring down creatures much larger than themselves.

This small, slate gray-colored beast looks much like a small pterax but has very sharp bone leading edges on its wings, which it uses as weapons in combat.

Razorwings can communicate with others of their kind, using their power of control sound to communicate, since they have no language.

Combat

A razorwing lies in wait under the silt until it sense its prey approaching, then flies from the silt on wings enhanced by telekinesis to attack. Razorwings make swooping wing attacks while airborne, but they attack with claws and beak when they land. Its wings inflexible, a razorwing can only make one wing attack each round.

Psi-Like Abilities: At will—*control sound*; 3/day—*empty mind* (+3 bonus**), *read thoughts* (DC 13). Manifestor level 4th. The save DC is Charisma-based.

*A razorwing's telekinetic fly speed drops to 60 ft. (clumsy) in a *null psionics field*.

**Includes augmentation for the razorwing's manifestor level.

Skills: Razorwings receive a +4 racial bonus to their Hide and Move Silently checks.

Reggelid

Medium Monstrous Humanoid

Hit Dice: 3d8 (13 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+3

Attack: Quarterstaff +3 melee (1d6)

Full Attack: Quarterstaff +3 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Darkvision 60 ft., magical lore

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 10, Dex 12, Con 11, Int 18, Wis 10, Cha 8

Skills: Concentration +6, Knowledge (arcana) +13, Listen +6, Search +10, Spellcraft +12, Spot +6, Survival +0 (+2 following tracks)

Feats: Combat Casting, Skill Focus (Knowledge [arcana])

Environment: Swamps (Jagged Cliffs)

Organization: Solitary, pair, or band (3-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

A face with clearly elven features peers through the underbrush. As it steps forward, however, it reveals a build more slender than any elf's and hands with six digits instead of five.

Reggelids are strange creatures that live at the base of the Jagged Cliffs. They are tall and extremely thin, looking like a mass of bones over which there is only thin skin. Their facial features resemble those of elves, with pointed ears, but they have an exaggerated mouth and a thick brow. They have six digits, however, on each hand and each foot.

Reggelids have only one love, and that is magic. They spend their days in run-down tents made of wood and animal skins, learning whatever sorcery they can. They care little for material things; their existence is not one of luxury or comfort.

Combat

Reggelids fight using their magic, although a few are fighters and prefer weapons to spells. When fighting, they use their magic cooperatively, one reggelid using offensive spells while another uses his magic to defend the group.

Spells: A reggelid casts spells as a 3rd-level wizard (defiler).

Typical Wizard Spells Prepared (4/3/2; save DC 14 + spell level): 0—*detect magic, daze, read magic,*

resistance; 1st—*expeditious retreat*, *mage armor*, *ray of enfeeblement*; 2nd—*detect thoughts*, *invisibility*.

Magical Lore (Ex): When using a spell-completion or spell-trigger item, a reggelid adds +1 caster level to the magic item's caster level.

Reggelid Society

The hierarchy of reggelid society is determined by magical prowess – reggelid leaders are always the most powerful defilers in the tribe. So ingrained is this stratified worldview that reggelids automatically recognize members of their race more magically adept than themselves and defer to them accordingly. Reggelids bear an especial hatred for the rhuI-thaun, the halflings of the Jagged Cliffs, and are reputed to have developed magics that target and destroy the rhuI-thaun's lifeshaped creations.

Halfling scholars, by comparison, theorize that reggelids are creations of Rajaat, or somehow suffer from the First Sorcerer's curse. Although clumsily expressed, the these theories nevertheless shed some light on the mystery of the reggelids' origins, and it is altogether possible that they are some kind of by-blow of Rajaat's experiments, a living legacy of his own lust for magical power.

Reggelids as Characters

Reggelids have an affinity for magic in all its forms and spend much of their time in contemplation of this art. Almost all reggelids are defilers and they have little care for the preserver's way. Others prefer the warrior's lifestyle and master weapons instead of spells. Whatever their choices, reggelids put their genial intelligence to their own fiendish ends and make dangerous opponents. Reggelid characters possess the following racial traits.

- +2 **Dex**, +8 **Int**, -2 **Cha**
- Medium. As Medium creatures, reggelids receive no bonuses or penalties due to their size.
- Space/Reach: 5 ft. /5 ft.
- A reggelid's base land speed is 20 feet.
- **Darkvision** out to 60 feet.
- **Racial Hit Dice:** A reggelid begins with 3 levels of **monstrous humanoid**, which provide 3d8 **Hit Dice**, a **base attack bonus** of +3, and **base saving throw bonuses** of Fort +1, Ref +3 and Will +3.
- **Racial Skills:** A reggelid's **monstrous humanoid** levels give it skill points equal to 6 x (2 + **Int** modifier). Its class skills are **Concentration**, **Knowledge (arcana)**, **Listen**, **Search**, **Spellcraft** and **Spot**.
- A reggelid's **monstrous humanoid** levels give it 2 feats.
- **Weapon Proficiency:** A reggelid is proficient with all simple weapons.
- +3 **natural armor** bonus.
- **Special Attacks** (see above): Spells. Reggelids cast spells as a defiler of level equal to their racial **Hit Dice**.
- **Special Qualities** (see above): **Magical Lore**.
- **Automatic Languages:** Reggelid. **Bonus Languages:** Bvanen, Thri-Kreen.
- **Favored Class:** Wizard.
- **Level adjustment** +2.

Ruktoi

Huge Aberration

Hit Dice: 12d8+60 (114 hp)

Initiative: +1

Speed: Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

Base Attack/Grapple: +9/+26

Attack: Bite +16 melee (2d6+13)

Full Attack: Bite +16 melee (2d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, silt cloud

Special Qualities: Darkvision 60 ft., *levitate*, scent

Saves: Fort +11, Ref +5, Will +9

Abilities: Str 28, Dex 13, Con 20, Int 1, Wis 12, Cha 7

Skills: Hide -1, Listen +3, Spot +4, Survival +5, Swim +12

Feats: Diehard, Endurance, Great Fortitude, Power Attack, Track

Environment: Silt

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Gargantuan); 25-36 HD (Colossal)

Level Adjustment: —

This creature surges from beneath the silt with massive sweeps of its four webbed limbs and thrashing tail. A broad, flat-bodied quadruped with silt-grey skin and a fanged and armored head, the beast has something of the salamander about it, despite the fact that it is almost two-thirds the length of a mekillot.

The ruktoi is a solitary predator that roams the silt, hunting less mobile prey and ambushing those it cannot catch. As the ruktoi's natural form cannot support itself in the silt, it possesses an innate ability to *levitate*, so long as it is in contact with silt, and uses this ability to glide through the dust in search of its prey.

A ruktoi is twenty feet long and has a broad, salamander-like body with four sturdy limbs and a tail. Each limb ends in three webbed digits and the tail is a horizontal fluke with a smaller dorsal fin just in front of it.

Some of these creatures are captured and domesticated, being used as transportation across the silt, beasts of burden or similar. Ruktoi used for such purposes are trained to swim just below the surface of the silt, allowing passengers and cargo to remain in the open air.

Ruktoi are solitary, only congregating to mate. Females lay their eggs in spreads of 10-30 eggs and allow these to sink to the bottom. Surviving young mature in six weeks. The creatures have no audible language of their own, instead communicating through body language and pheromones.

Combat

Ruktoi hunt their prey through the silt using scent, following trails through the dust until they close in for the kill. Any prey they cannot catch or defeat through straightforward means they will ambush, using their grey coloration to aid in their concealment.

Once on the attack, a ruktoi bites ferociously and (if faced with air-breathing prey) seeks to grapple and pull its targets beneath the silt to drown. If a ruktoi loses more than half its total **hit points** it will flee, kicking up a cloud of silt to cover its tracks.

Improved Grab (Ex): If a ruktoi hits with its bite, it can initiate a grapple check as a free action without provoking an attack of opportunity.

Levitate (Su): A ruktoi continuously *levitates*, as the spell, except that it does not suffer penalties for attacking. A ruktoi can move 20 ft. up or down as a move action.

Silt Cloud (Ex): When sorely injured, a ruktoi will thrash about as a standard action, generating a cloud of silt to confuse its pursuers. The cloud has a 15 foot radius and is centered on the ruktoi. Creatures within the cloud must make a Reflex save (DC 19) or become blinded for 1 round. The save DC is *Dexterity*-based.

Carrying Capacity: A light load for a ruktoi is up to 2,400 pounds, a medium load is from 2,401-4,800 pounds and a heavy load is from 4,801-7,200 pounds. A ruktoi can drag 36,000 pounds.

Skills: A ruktoi has a +8 racial bonus on any *Swim* check to perform some special action or avoid a hazard. It can always choose to take 10 on a *Swim* check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ruve

Small Magical Beast (Psionic)

Hit Dice: 4d10+16 (38 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13

Base Attack/Grapple: +4/+0

Attack: Bite +5 melee (1d6)

Full Attack: Bite +5 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +8, Ref +9, Will +4

Abilities: Str 11, Dex 21, Con 18, Int 18, Wis 16, Cha 17

Skills: Appraise +8, Balance +9, Bluff +7, Concentration +11, Diplomacy +7, Gather Information +7, Knowledge (psionics) +9, Listen +6, Sense Motive +7, Spot +6, Survival +4

Feats: Alertness, Improved Initiative

Environment: Any

Organization: Solitary or pack (2-10)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful good

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: —

The sandy-brown-furred, wild dog stares intently at you, displaying an alertness well beyond that of a normal hound. Its body movements indicate something far more intelligent. A telepathic voice calls out, a psionic missive from the wild dog: "Do not be afraid. I am here to help."

Ruves are a breed of dog with formidable intelligence and psionic powers. The color of their fur ranges from a sandy brown to a glossy black, and ruves are often mistaken for wild dogs. When looking into the eyes of a ruve, though, one can tell there is more to it than meets the eye.

Typical ruves are polite and disciplined, often acting like regular dogs in order to ascertain the intentions of individuals they are around, since ruves usually only reveal themselves to those of good alignment. Good clerics and psions seek out the company of ruves as loyal companions, as do the villichi, being the majority of

Athasians with the patience to deal with the ruve's intellectual posturing.

Ruves understand Common but cannot speak it.

Combat

Ruves prefer to use psionics in combat, since they consider natural weapons beneath them, only biting when they feel there is no other option. Ruves travel and fight in well-trained packs, using complex tactics and strategies to put opponents into a disadvantageous position. Ruves are not bloodthirsty and are content with knocking out or driving away an enemy. However, when it comes to evil opponents, they attack to kill. Ruves are not easily intimidated in combat situations.

Psionics (Sp): At will—*conceal thoughts* (DC 14), *detect hostile intent*, *detect psionics*, *mindlink* (up to five unwilling targets, DC 14*), *read thoughts* (DC 15); 3/day—*concussion blast*, *control body* (DC 17), *control flames*, *control sound*, *metaconcert*, *mind probe* (DC 18), *psionic dimensional anchor*, *psionic teleport*, *telekinetic force* (DC 16), *telekinetic thrust* (DC 16), *telepathic projection* (DC 14). Manifest level 9th. The save DCs are *Charisma*-based.

*Includes augmentation for the ruve's manifest level.

Ruve Society

Ruves have been known to travel to other planes of existence. Their ability to adapt to such places is remarkable, and they adjust their temperament to suit the world in which they find themselves. Ruves generally prefer warm, dry caves for their lairs, however. Here they bear their young, usually a litter of 2-8 pups that reach maturity a year after their birth.

Ruves are extremely intelligent and have a well-developed culture, creating works of art and often howling together, creating hauntingly beautiful compositions. Because of this, ruve are snobbish and look down on other species of special dogs, considering them peasants. While less intelligent humanoids who connect with a ruve's mind often regret it, getting bombarded with constant insults, common dogs are not even worth the ruve's time to insult.

High-level wizards are often the targets of sudden and uninvited packs of ruves, since they are always interested in seeking out new knowledge. Ruves also like to send little-known facts to adventurers through mental communication, regardless of the situation at hand.

Sand Bride

Stumbling through the sand, your heart leaps with hope as you spot the shimmer of water ahead. Looking closer, you see a comely figure bent by the side of the pool, apparently refilling her waterskins.

A sand bride is a creature from the Negative Energy Plane that has become trapped on Athas. It feeds on the life force of living beings, using illusions to lure them to their deaths.

Solitary and stranded, sand brides exist in a state of constant suffering – an experience they are only too glad to pass onto their victims. Sand brides roam across a considerable area, but are loathe to leave areas of open sand.

	Sand Bride Medium Outsider (Chaotic, Evil, Incorporeal)	Sand Mother Medium Outsider (Chaotic, Evil, Incorporeal)
Hit Dice:	7d8+14 (45 hp)	9d8+18 (58 hp)
Initiative:	+4	+4
Speed:	60 ft. (12 squares), fly 60 ft. (good)	60 ft. (12 squares), fly 60 ft. (good)
Armor Class:	13 (+2 Dex, +1 deflection), touch 11, flat-footed 11	14 (+2 Dex, +2 deflection), touch 12, flat-footed 12
Base Attack/Grapple:	+3/—	+4/—
Attack:	Incorporeal touch +3 melee (1d10 plus energy drain)	Incorporeal touch +5 melee (1d12 plus energy drain)
Full Attack:	Incorporeal touch +3 melee (1d10 plus energy drain)	2 incorporeal touches +5 melee (1d12 plus energy drain)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities	Energy drain, destroy water, spell-like abilities
Special Qualities:	Darkvision 60 ft., incorporeal traits, water vulnerability	Darkvision 60 ft., incorporeal traits, water vulnerability
Saves:	Fort +7, Ref +5, Will +5	Fort +8, Ref +6, Will +6
Abilities:	Str —, Dex 14, Con 14, Int 10, Wis 10, Cha 12	Str —, Dex 14, Con 14, Int 12, Wis 10, Cha 14
Skills:	Bluff +11, Diplomacy +13, Disguise +11* (+13 acting), Hide +10, Intimidate +13, Knowledge (nature) +7, Listen +10, Spot +10, Survival +5 (+7 aboveground)	Bluff +14, Diplomacy +16, Disguise +14* (+16 acting), Hide +12, Intimidate +16, Knowledge (nature) +15, Listen +12, Spot +12, Survival +12 (+14 aboveground)
Feats:	Improved Initiative, Spell Focus (illusion), Track	Improved Initiative, Spell Focus (illusion), Track, Weapon Focus (incorporeal touch)
Environment	Deserts	Deserts
Organization:	Solitary	Solitary
Challenge Rating:	5	7
Treasure:	Standard coins, double goods, double items	Standard coins, double goods, double items
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	8-14 HD (Medium)	10-18 HD (Medium)
Level Adjustment:	—	—

Some sand brides eventually develop into far more powerful entities known as *sand mothers*. These creatures are detailed hereafter.

Combat

Sand brides prefer to use their spell-like abilities to create illusions of a verdant oasis to lure in unwary travelers. They then cloak themselves to appear as a beautiful human or elvish female, attempting to draw their victims into a position where they can attack with surprise.

Energy Drain (Su): Living creatures hit by a sand bride's incorporeal touch attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the sand bride gains 5 temporary hit points.

Spell-Like Abilities: 1/day—*hallucinatory terrain* (DC 16); 2/day—*seeming* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Water Vulnerability (Ex): Sand brides are affected by all water as though it were holy water.

Skills: *When using *seeming*, a sand bride gains an additional +10 bonus on Disguise checks.

Sand Mothers

Some sand brides develop their abilities further and become more fearsome versions of the species, known as *sand mothers*. Statistics for sand mothers are given above. Not all sand brides become sand mothers, and sages debate the precise process that causes a sand bride to become a sand mother. Some suspect that it is connected to the amount of energy that a sand bride drains but this is, as yet, pure speculation.

Combat

Sand mothers take on the appearance of matronly figures but their general tactics are otherwise identical to those of the sand bride. A sand mother will take time to examine prospective victims and never attacks unless conditions are highly favorable and always concentrates on the most powerful adversary in any group. The most feared power of a sand mother, however, is her ability to destroy the water supply of her prey.

Destroy Water (Su): As a standard action, a sand mother can destroy all water within 30 ft. This obliterates drinking water and also ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude save (DC 14). The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a sand mother's incorporeal touch attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the sand bride gains 5 temporary hit points.

Spell-Like Abilities: 1/day—*hallucinatory terrain* (DC 15); 3/day—*seeming* (DC 16). Caster level 12th. The save DCs are Charisma-based.

Skills: *When using *seeming*, a sand mother gains an additional +10 bonus on Disguise checks.

Sand Howler

Medium Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +1
Speed: 30 ft. (6 squares)

Sand Vortex

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat footed 14
Base Attack/Grapple: +4/+7
Attacks: Bite +8 melee (1d6+3)
Damage: Bite +8 melee (1d6+3) and 2 claws +5 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralyzing gaze
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 16, Dex 12, Con 14, Int 2, Wis 12, Cha 10
Skills: Jump +5, Move Silently +4, Spot +9, Survival +1*
Feats: Multiattack, Weapon Focus (bite)
Environment: Deserts
Organization: Solitary, pair, or pack (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium)
Level Adjustment: —

This heavy-set, doglike quadruped has a broad head sporting a nest of eight eyes and a pair of curving tusks. Its semi-reptilian body is muscled and bears armored plates along the spine.

Sand howlers are canine-like creatures that roam the deserts in packs, unleashing bloodcurdling screams when pursuing prey. Mercenaries are known to capture and train young howlers to capture runaway slaves.

A sand howler's appearance is unnerving; though doglike, it has eight eyes that can paralyze prey with a glance. A howler's oversized head also sports large yellow tusks. Its scaly body ranges from dark to light brown, though rare white specimens have been noted.

Sand howlers live as a pack in subterranean dens and are ruled over by a dominant male. They dwell in desolate areas, as they do not like to compete with other creatures for resources.

Combat

Sand howlers rarely travel alone. They prefer stalking prey as a group, remaining unseen until the pack is in place and can attack en masse. If outnumbered, sand howlers actively use their paralyzing gaze to reduce enemy ranks.

Paralyzing Gaze (Su): Paralysis 2d4 rounds, range 30 feet; Fortitude DC 12 negates. The save DC is Charisma-based.

Skills: Sand howlers' many eyes given them a +6 racial bonus on Spot checks. *They have a +4 racial bonus on Survival checks when tracking by scent.

Training a Sand Howler

Well-known for their excellent sense of smell, sand howlers are sought as trackers by mercenaries and slave hunters. Training a sand howler requires six weeks of work and a DC 25 Handle Animal check.

Pups are worth 1,000 cp on the open market, while a trained adult costs 2,500 cp. A rare, white-skinned howler is worth 2,000 cp for the pelt alone, which collectors value for their rarity, beauty, and supposed aid in withstanding the sun's heat.

Gargantuan Aberration (Psionic)

Hit Dice: 16d8+128 (200 hp)

Initiative: +0

Speed: 0 ft.

Armor Class: 17 (-4 size, +11 natural), touch 6, flat-footed 17

Base Attack/Grapple: +12/+36

Attack: Bite +21 melee (6d8+18)

Full Attack: Bite +21 melee (6d8+18)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved grab, psi-like abilities, swallow whole, *whirlwind*

Special Qualities: Darkvision 60 ft.

Saves: Fort +13, Ref +5, Will +10

Abilities: Str 35, Dex 11, Con 27, Int 2, Wis 10, Cha 10

Skills: Hide +13, Spot +10

Feats: Ability Focus (*whirlwind*), Improved Natural Armor, Improved Natural Attack x3 (bite), Weapon Focus (bite)

Environment: Silt

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Always neutral

Advancement: 17-32 (Colossal)

Level Adjustment: —

A whirling vortex of sand and silt rises up from the sea below, barely concealing the disc-shaped monstrosity at its heart. A fang-filled maw gapes at the center of a circular expanse of rubbery grey flesh, the savage winds dragging all towards it.

The sand vortex (also known as a silt vortex) is a disc-shaped creature that conceals itself below the surface of large bodies of silt. When it detects prey above, it unleashes an enormous psionic whirlwind and uses this to drag its victims towards its mouth.

The sand vortex is active only during the day, seeming to absorb energy from basking in the warmth of the sun filtering down through the silt above. Thought to live for some 60 years, the sand vortex reproduces asexually, splitting itself into two smaller creatures of 7 Hit Dice each. These mature at a rate of 2 HD per year until reaching full size, but have the psionic abilities (including the whirlwind) of an adult. Rumors persist of far larger specimens, dwelling in the deep silt.

The average sand vortex is 20 feet across and 5 feet thick, weighing as much as 100 tons.

Combat

The sand vortex is a cautious predator, lurking out of sight and probing the silt and air above with its psionic powers, waiting for a suitable meal to appear. Its principal mode of attack is to activate its whirlwind power and use this to drag prey into its jaws. Targets thus bitten are grappled in an attempt to swallow them whole.

The vortex' *read thoughts* power makes it hard to surprise. It uses telekinesis to raise swirling, abrasive clouds of sand and strikes with *concussion blasts*, attempting to knock attackers into the deeper silt.

When threatened and unable to escape into the depths of the silt, a sand vortex will *levitate* out of reach and drift to safety on the winds.

Improved Grab (Ex): To use this ability, a sand vortex must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Psi-Like Abilities: At will—*control air* (60 mph*), *concussion blast* (up to three targets, 7d6*), *psionic levitate*, *read thoughts* (DC 12), *telekinetic force* (525 lbs., DC 13*); 1/day—*personal mind blank*. Manifestor level 16th. The save DCs are Charisma-based.

*Includes augmentation for the sand vortex's manifestor level.

Swallow Whole (Ex): A sand vortex can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. The swallowed target is still considered grappled and takes 6d8+18 points of crushing damage plus 8 points of acid damage each round from the vortex' gizzard. The target may try to cut free, using light slashing or piercing weapons only. The interior of the sand vortex is AC 15 and it takes 25 points of damage to create a hole, which seals itself through muscular action one round after being opened. A Gargantuan vortex' interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive or smaller opponents.

Whirlwind (Sp): A sand vortex can psionically create a *whirlwind* as a standard action. The whirlwind acts as the spell, except that it is 30 feet wide at the base, 100 feet wide at the top, and 100 feet tall. Reflex DC 20 negates. Caster level 15th. The save DC is Charisma-based.

Skills (Ex): The sand vortex receives a +16 on all *Hide* checks due its shape and coloring.

Sand Worm

Gargantuan Magical Beast

Hit Dice: 20d10+212 (322 hp)

Initiative: -1

Speed: 20 ft. (4 squares), burrow 50 ft.

Armor Class: 27 (-4 size, -1 Dex, +22 natural armor), touch 5, flat-footed 27

Base Attack/Grapple: +20/+47

Attack: Bite +31 melee (3d8+22)

Full Attack: Bite +31 melee (3d8+22)

Space/Reach: 20 ft./15 ft.

Special Attacks: Crush 10d4+22, improved grab, swallow whole

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to fire and mind-affecting effects, low-light vision, spell resistance 35, tremorsense 240 ft.

Saves: Fort +22, Ref +11, Will +9

Abilities: Str 41, Dex 8, Con 31, Int 2, Wis 16, Cha 14

Skills: Hide +10, Listen +7, Spot +7

Feats: Improved Natural Armor (x2), Improved Natural Attack, Toughness (x4)

Environment: Deserts and silt

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Always neutral

Advancement: 21-40 HD (Gargantuan); 41+ HD (Colossal)

Level Adjustment: —

A huge, powerful, hundred-foot-long creature burrows through the powdery loess of the Sea of Silt. Suddenly, the worm's head emerges, revealing a triangular maw filled with triple rows of jagged teeth. The worm's thick, segmented hide ranges in color from tan to golden brown, providing natural camouflage.

Sand worms roam the desert in search of prey. They exist only to eat, for their never-ending hunger doesn't allow them to get full. While they travel, sand and silt they burrow through adhere to their sides, *Strengthening* and renewing their hide. When no living food is present, sand worms have been known to eat rocks, metals, gems, and other minerals.

Sand worm hide is prized for the armor and shields that can be made out of it. Several suits of hide armor can be made from one sand worm. This is a long and costly process, so such suits of armor are rare. Sand worm hide is treated as Dragonhide for the purpose of crafting armor from it, save for the fact that it has hardness 8. Armorsmiths can work with sand worm hide to produce armor or shields of masterwork quality. See *dragonhide*, under Special Materials, DMG Chapter 7.

Sand worm meat is quite delicious, able to be preserved with little difficulty and easy to dry into a jerky. Fresh sand worm meat commands up to 5 Cp per pound, and sand worm jerky up to 40 Cp per pound.

Combat

The sand worm attacks first by launching its upper self out of the sand or silt and landing on and crushing nearby prey. It then goes to biting those that are near and swallowing anything it can whole.

Crush (Ex): A sand worm can roll over onto opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against Medium or smaller opponents. A crush attack affects as many creatures as can fit under the sand worm's body. Creatures in the affected area must succeed on a Reflex save (DC 30) or be pinned, automatically taking 10d4+22 points of bludgeoning damage during the next round unless the sand worm moves off them. If the sand worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a sand worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A sand worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d10+15 points of crushing damage plus 2d8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 50 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: Sand worms receive a +8 racial bonus to their *Hide* skill due to their sandy coloring.

Sand Worm Society

Sand worms are solitary creatures that mate once a year during the heat of summer. During their mating season, as many as 50 worms have been seen together, laying upon the sand while bellowing out strange, haunting calls. No one knows what this unconventional serenade means, but of course few have willing to approach these creatures and find out. Those few that were curious enough to find out never returned.

Scrab

Although it stands only a little taller than a halfling, this insectile humanoid has a fearless glare. It has a thick, white, sectioned shell over most of its body, separated into three parts, a pair of arms that end in opposable pincers and a small mouth. Hundreds of tiny legs run along the underside of its body.

Scrabs are small, insectoid men that live in nests in the desert. A scrab can draw air through sand while submerged due to the long gills located all along the grooves in their shells. Scrabs are ruled over by monstrosly bloated members of the species known as *nest mothers*.

Scrabs need very little water to survive and seem to derive all the sustenance that they need from the blood and other bodily fluids of their victims.

Scrabs can speak their own language. A small percentage can also speak elvish. Adult scrabs live to be 25 years old, but nest mothers can live twice that long.

Combat

Scrabs use their psionic powers and their pincers in combat. When many scrab fight, they break up, half going into melee, the other half using ranged psionics. Scrab leaders are often accomplished psions or defilers and will lead their followers in battle, using their abilities to

enhance the group's attacks.

Improved Grab: To use this ability, a scrab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it deals automatic claw damage each round it remains grappling.

Psi-Like Abilities: 3/day—*animal affinity*, *biofeedback*, *chameleon*, *conceal thoughts* (DC 13), *empty mind* (+3 bonus*), *inflict pain* (DC 14), *mindlink* (up to three targets*), *thicken skin*; 1/day—*psychofeedback* (ML 9th), *sustenance*. Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the scrab's manifest level.

Scrabs as Characters

Highly intelligent, scrabs have an affinity for magic but prefer the inner disciplines of psionics to the varied accouterments of the wizard. Some species are skilled in physical combat, and scrab groups tend to be evenly divided between those who resort to physical means and those who prefer more unseen methods.

Scrab characters possess the following racial traits.

- -4 Str, +4 Int, +6 Wis, +4 Cha
- Small. Scrabs gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Space/Reach: 5 ft./5 ft.
- A scrab's base land speed is 50 feet. Scrabs also have a burrow speed of 10 ft.
- Darkvision out to 60 ft.
- **Racial Hit Dice:** A scrab begins with 3 levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3 and Will +3.
- **Racial Skills:** A scrab's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Concentration, Hide, Listen, Move Silently, Psicraft, Spot and Survival.
- A scrab's monstrous humanoid levels give it 2 feats.

	Scrab Small Monstrous Humanoid (Psionic)	Scrab Nest Mother Large Monstrous Humanoid (Psionic)
Hit Dice:	3d8 (13 hp)	9d8+27 (67 hp)
Initiative:	+4	+2
Speed:	50 ft. (10 squares), burrow 10 ft.	10 ft (2 squares), burrow 10 ft.
Armor Class:	13 (+1 size, +2 natural), touch 11, flat-footed 13	13 (-1 size, -2 Dex, +6 natural), touch 7, flat-footed 13
Base Attack/Grapple:	+3/-3	+9/+17
Attack:	Claw +4 melee (1d4-2)	Claw +12 melee (1d8+4)
Full Attack:	2 claws +4 melee (1d4-2)	2 claws +12 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, psi-like abilities	Improved grab, psi-like abilities
Special Qualities:	Darkvision 60 ft.	Darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +6	Fort +6, Ref +4, Will +9
Abilities:	Str 6, Dex 11, Con 11, Int 14, Wis 16, Cha 14	Str 18, Dex 7, Con 16, Int 16, Wis 16, Cha 14
Skills:	Concentration +6, Hide +5, Listen +6, Move Silently +2, Psicraft +8, Spot +6, Survival +6	Concentration +11, Hide +6, Listen +11, Move Silently +6, Psicraft +11, Spot +11, Survival +11
Feats:	Improved Initiative, Weapon Finesse	Combat Manifestation, Improved Initiative, Improved Natural Armor, Iron Will
Environment	Silt	Silt
Organization:	Solitary or nest (2-12)	Solitary
Challenge Rating:	2	6
Treasure:	Double standard	Double standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	4-6 HD (Small); 7-9 HD (Medium)	10-18 HD (Large)
Level Adjustment:	+2	—

- **Weapon Proficiency:** A scrab is proficient with its natural weaponry and all simple weapons.
- **+2 natural armor bonus.**
- **Natural Weapons:** 2 claws (1d4).
- **Special Attacks** (see above): Improved grab, psi-like abilities.
- **Automatic Languages:** Common, Scrab. **Bonus Languages:** Elven.
- **Favored Class:** Psion.
- **Level Adjustment:** +2.

Nest Mothers

A nest mother is a bloated version of a normal scrab, only able to move at a shuffling pace. Nest mothers are more intelligent than other scrabs and often have levels in the cleric class (often as high as 9th level). Most nest mothers are also powerful psions, rising as high as 10th level.

Combat

Scrab nest mothers boast innate psionic abilities above and beyond those possessed by regular scrabs.

Psi-Like Abilities: 3/day—*animal affinity* (two ability scores*), *biofeedback* (DR 4/—*), *chameleon*, *conceal thoughts*, *inflict pain* (up to four targets, DC 17*), *mind probe* (DC 17), *mindlink* (up to five unwilling targets, DC 13*), *psychofeedback*, *thicken skin* (+3 bonus*). 1/day—*sustenance*. Manifest level 9th. The save DCs are Charisma-based.

*Includes augmentation for the scrab nest mother's manifest level.

Scrab Society

Scrabs inhabit tunnels deep under the desert, which they fashion using spittle that solidifies the sand. If possible, the entrance to the nest will be concealed behind a rocky outcrop. Scrabs hate elves and prefer their flesh above that of any other creature. This hatred extends beyond a desire for food and, in fact, anything with pointed ears is likely to be identified as an elf. A captive elf may be kept alive for weeks, even months, just to be tortured. Legends of both races hold that there were once great wars between the two species, with each side blaming the other for the conflicts and for the many unspeakable atrocities perpetrated on innocent victims of each race.

The eldest male in the nest is allowed to mate with the nest mother, with clutches of up to 100 eggs resulting. The eggs hatch in three months, and the young are possessed by a cannibalistic frenzy when they are born. Fewer than half the hatchlings survive this period. Three quarters of all hatchlings are male.

Only males who develop additional psionic abilities or spellcasting powers grow into leaders, and only females with clerical abilities can become nest mothers. A female who begins to develop into a nest mother will take a number of males and depart to create a new nest of her own.

Scrabs are predators first and foremost but will trade with merchants brave enough to risk contact with the creatures. They 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 scrab they have defeated. A scrab shell can be

used to make breastplates, and the sharp parts of the pincers make decent polearms.

Seed, Brain

Large Plant (Psionic)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3

Speed: 0 ft.

Armor Class: 13 (-1 size, +3 Dex, +1 natural), touch 12, flat-footed 10

Base Attack/Grapple: +2/+10

Attack: Slam +5 melee (1d6+4)

Full Attack: 3 slams +5 melee (1d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: *Life drain*, psi-like abilities, seed cloud

Special Qualities: Plant traits, vulnerability to defiling

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

Abilities: Str 19, Dex 16, Con 13, Int 12, Wis 10, Cha 8

Skills: Search +7, Sense Motive +6, Spot +6

Feats: Ability Focus (seed cloud), Ability Focus (life drain)

Environment: Forests and silt

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Large)

Level Adjustment: —

This plant towers almost as tall as a half-giant, with a thick central stalk and a spray of descending roots and quivering tendrils. A pulsating bulb sits at the center of the stalk, pumping clouds of glistening spores through the top of the stalk and into the air around you.

The brain seed is an exceedingly rare intelligent plant that uses its airborne seeds to establish psionic control of its prey. With a respectable spread of psychic abilities, the brain seed is able to dispose of its victims in a number of ways, but ultimately subsists on the life energies of living creatures.

Brain seed plants are strange, solitary creatures that will even drive dominated prey to destroy other brain seed plants. Their intelligence is keen, and a brain seed plant will often specifically identify and destroy defilers should it suspect that such spellcasters are nearby.

An average brain seed plant stands up to 10 feet tall. It has a thick central stalk with a skirt of roots and a fat seed pod at the midpoint of the stalk with coiling tendrils spreading outward along its length. At the tip of the stalk sits a "mouth"; however, this is not a feeding organ but rather an outlet for the plant's seeds.

Combat

A brain seed plant sends thousands of seeds each week into the air, forming a nebulous cloud around itself. Whenever a seed encounters living flesh, it takes hold and begins gestation. Although some targets are able to withstand the infection, many soon find themselves with a live seed connected to their nervous system. The seed then provides a telepathic conduit for the parent plant to begin using its psionic abilities on the target.

The plant prefers to target lone individuals or small groups of only three or four members. It will attempt to *dominate* one or more targets and turn these on their

fellows, using its life drain power to assist and finish off any survivors. The plant reserves special hatred for defilers, as it is particularly susceptible to their radius of destruction and makes concerted efforts to destroy or drive off any that it encounters.

If physically threatened, the plant will use its tendrils, striking with any three of these in a single round, and attempt to protect itself with its *natural armor* and *displacement* powers.

Life Drain (Sp): A brain seed can drain hit points from an opponent infected by its spores as a standard action. The brain seed deals 1d8 points of damage (Fortitude DC 15 negates) and heals the same number of hit points. This ability is equivalent to a 3rd-level power. The save DC is Constitution-based.

Psi-Like Abilities: At will—*attraction* (+6 interaction bonus, DC 12*); 3/day—*greater concealing amorphia*, *id insinuation* (up to two targets, DC 12*), *inflict pain* (up to two targets, DC 12*), *mindlink* (unwilling target, DC 10*), *psionic dominate* (ML 9th, all except aberrations, dragons, elementals, and outsiders, DC 13), *thought shield* (PR 15, 3 rounds*). Manifest level 5th.

A brain seed must first infect an opponent with its spores in order to use mind-affecting psionic powers on it. The save DCs are Charisma-based.

*Includes augmentation for the brain seed's manifest level.

Seed Cloud (Ex): A brain seed continuously pumps a cloud of tiny seeds into the surrounding air, creating a 240-foot radius cloud centered on the plant. Characters who make a DC 30 Spot check recognize the airborne spores in the cloud; otherwise, the cloud appears to be a haze caused by heat or dust. A living creature within the cloud must make a Fortitude save (DC 14) each round or become exposed to infecting spores. A spore takes 1d6 rounds to fully infect a character, during which time it can be noticed with a Spot check (DC 30) or a Search check (DC 20), and safely removed as a standard action. After infection, the brain seed can use its mind-affecting psionic powers and life drain ability on the opponent. The save DC is Constitution-based. Infecting seeds die and become ineffective if the infected creature moves more than 240 feet away from the controlling plant. A Heal check (DC 14) or a *cure disease* spell will also remove the infection.

Vulnerability to Defiling (Ex): A defiler's radius of destruction inflicts double damage on a brain seed, easily killing the plant's weblike structure. The spores of a brain seed killed by defiler magic are rendered dormant.

Sharg

Gargantuan Aberration (Aquatic)

Hit Dice: 16d8+112 (184hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 30 ft.

Armor Class: 13 (-4 size, +1 Dex, +6 natural), touch 7, flat-footed 12

Base Attack/Grapple: +12/+34

Attack: Bite +18 melee (4d6+10)

Full Attack: Bite +18 melee (4d6+10), 4 tentacles +16 melee (2d6+5)

Space/Reach: 20 ft./15 ft. (20 ft. with tentacles)

Special Attacks: Constrict 2d6+5, improved grab

Special Qualities: Blindsense 60 ft., darkvision 60 ft., DR 10/metal, jet, keen scent, light fear, low-light vision

Saves: Fort +12, Ref +6, Will +11

Abilities: Str 30, Dex 13, Con 25, Int 4, Wis 12, Cha 6

Skills: Listen +8, Spot +8, Swim +15

Feats: Cleave, Diehard, Endurance, Improved Natural Attack (bite), Multiattack, Power Attack

Environment: Aquatic (Blackjaw River)

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A long, black hybrid between squid and shark, this creature sports a fanged snout, fluked rump and four flailing tentacles sprouting from its midriff.

The sharg is an alien predator from another world that was brought to Athas by Dregoth and released into the waters of the subterranean Blackjaw River. It has the forequarters of a great shark and the fluked rump of a giant squid, and its four tentacles are lined with hooked barbs.

The sharg lives and hunts in the subterranean network of channels and caverns that house the Blackjaw and its tributaries, hunting the other creatures that dwell there as well as those dray careless or unfortunate enough to cross its path.

Undeniable similarities with the squark of the Last Sea have led some to speculate that the squark must also therefore have originated elsewhere. Dregoth is surmised to have found (accidentally or otherwise) the original home world of the squark, and netted for himself the creature known as the sharg from there.

The sharg is 25 feet long, with tentacles 20 feet in length. It weighs 115 tons.

Combat

The sharg spends most of its time hunting in the darkness beneath New Giustenal. If it senses intruders on the island where it lairs, or if it spots a vulnerable-looking dray barge, however, it strikes hard and fast. A favorite tactic is to snatch prey and drag them beneath the surface to drown. It will also grab hold of passing craft with two of its tentacles and attack the craft's occupants with the other two. It will also occasionally use two of its tentacles to rear itself up out of the water to strike at foes, but it can only hold this position for up to 4 rounds before the strain becomes too great.

A character with a slashing weapon can make a sunder attempt to sever a sharg's tentacles. Each has 10 hit points, and severing one deals 5 points of damage to the sharg. A sharg flees if it loses two or more tentacles; lost tentacles grow back in 1d10+10 days.

Blindsense (Ex): When underwater, a sharg can pinpoint underwater creatures within 60 feet. Opponents the sharg can't actually see still have total concealment against the sharg.

Constrict (Ex): On a successful grapple check, a sharg deals 2d6+5 points of damage.

Improved Grab (Ex): To use this ability, a sharg must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsense (Ex): When underwater, a sharg can pinpoint underwater creatures within 60 feet. Opponents the sharg can't actually see still have total concealment against the sharg.

Jet (Ex): The sharg can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Keen Scent (Ex): The sharg can notice creatures by scent in a 240-foot radius and detect blood in the water at ranges of up to 2 miles.

Light Fear (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) forces a sharg to make a Will save (DC 20) or become panicked. On subsequent rounds, a sharg is dazzled as long as it remains in the affected area.

Skills: The sharg has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Silk Wyrms

Huge Magical Beast (Psionic)

Hit Dice: 6d10+30 (63 hp)

Initiative: +1

Speed: 30 ft. (6 squares), fly 30 ft. (average)

Armor Class: 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

Base Attack/Grapple: +6/+22

Attack: Bite +12 melee (2d6+12 plus poison)

Full Attack: Bite +12 melee (2d6+12 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Blood drain, cocoon, improved grab, poison, psi-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, resistance to fire 10

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

Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10

Skills: Hide -3, Listen +6, Move Silently +8, Spot +6

Feats: Alertness, Dodge, Flyby Attack

Environment: Hills

Organization: Solitary

Challenge Rating: 4

Treasure: Double standard

Alignment: Always neutral

Advancement: 7-12 HD (Huge)

Level Adjustment: —

You spy an enormous armored serpent flying through the olive sky above you. It coils and uncoils as it flies, as if it were moving on sand.

A silk wyrm is a large, flying, snake-like beast that can reach over 50 ft. in length and has a hard chitinous shell that covers its body.

Silk wyrms spin their paralyzed victims into a silk cocoon. This silk casing is highly prized in most city-states because of its fire resistance and is used in the manufacture of most silk clothing.

Combat

Silk wyrms usually hunt for their prey while flying and attack at night to surprise the victim. The silk wyrm then bites its prey and wraps it up in a durable silk cocoon.

Blood Drain (Ex): A silk wyrm drains blood from a grappled opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Cocoon (Ex): Instead of draining blood, a silk wyrm can make a grapple check to wrap its opponent in silk. On a successful grapple check, the silk wyrm weaves a 1-inch-thick cocoon around its prey, giving it a -2 penalty to *Dexterity*. These penalties stack; a silk wyrm wraps its victim in silk each round until the victim reaches *Dexterity* 0 and is completely encased in the cocoon.

A slashing or piercing weapon can cut a trapped victim free. The cocoon's silk has hardness 3, fire resistance 2, and 2 hit points per inch of thickness. For every inch of silk removed, the trapped creature regains 2 points of *Dexterity*.

Silk wyrm silk is valuable, and artisans can weave it into clothing that grants a +1 armor bonus and resistance to fire 2. Such silk outfits cost 3,000 Cp.

Improved Grab (Ex): To use this ability, a silk wyrm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can either begin draining blood or create a cocoon.

Poison (Ex): Injury, *Fortitude* DC 18, initial damage 1d4 Str, secondary damage paralysis 1d4 days. The save DC is *Constitution*-based.

Psi-Like Abilities: 3/day—*biofeedback* (DR 3/—*), *concealing amorpha*, *ego whip* (DC 12), *empty mind* (+4 bonus*). Manifestor level 6th. The save DC is *Charisma*-based.

*Includes augmentation for the silk wyrm's manifestor level.

Skills: Silk wyrms receive a +4 racial bonus to all *Hide* and *Move Silently* skill checks.

Silt Horror

The silt swells as something swims beneath the surface. You catch a brief glimpse of a large, bulbous body with a writhing nest of tentacles sprouting from one end, and then it sinks back into the dust, leaving you wondering where it will next surface.

Silt horror is the name given to a group of predators that dwell mostly in the Sea of Silt. These tentacle-armed monsters come in various sizes and colors, but all of them have an unending hunger.

Many Athasian sages believe the horrors to be descendants of an ancient water dwelling creature. Their favorite food is the silt runner.

Combat

A character with a slashing weapon can make a sunder attempt to sever a silt horror's tentacles. Each tentacle has a number of hit points equal to the silt horror's Hit Dice, and severing a tentacle deals damage to the silt horror equal to half the tentacle's hit points. For example, a red silt horror's tentacles have 8 hit points, and the creature takes 4 points of damage when one is severed. Tentacles grow back at a rate of one per month.

Air Jet (Ex): A swimming silt horror can jet backward once per round as a full-round action, at a speed that varies by species. It must move in a straight line but does not provoke attacks of opportunity while jetting. A jetting silt horror raises a 20-foot radius, 20-foot high cloud of dust or steam that provides total concealment as it escapes.

	Black Silt Horror Medium Aberration (Psionic)	Brown Silt Horror Huge Aberration (Psionic)	Gray Silt Horror Huge Aberration (Psionic)
Hit Dice:	5d8+10 (32 hp)	9d8+45 (85 hp)	12d8+60 (114 hp)
Initiative:	+2	+5	+5
Speed:	Swim 10 ft. (2 squares)	Swim 10 ft. (2 squares)	Swim 15 ft. (3 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11	13 (-2 size, +1 Dex, +4 natural), touch 9, flat-footed 12	14 (-2 size, +1 Dex, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+3/+4	+6/+22	+9/+25
Attack:	Tentacle +5 melee (1d3+1)	Tentacle +13 melee (1d6+8)	Tentacles +16 melee (1d8+8)
Full Attack:	8 tentacles +5 melee (1d3+1) and bite +0 melee (1d8 plus poison)	8 tentacles +13 melee (1d6+8)	8 tentacles +16 melee (1d8+8)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Constrict 2d8+1, improved grab, poison, psi-like abilities	Constrict 2d8+8, improved grab, psi-like abilities	Constrict 2d8+8, improved grab, psi-like
Special Qualities:	Air jet, darkvision 60 ft.	Air jet, immunities	Air jet, darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +3, Ref +3, Will +7	Fort +8, Ref +4, Will +11	Fort +9, Ref +5, Will +12
Abilities:	Str 12, Dex 14, Con 14, Int 3, Wis 13, Cha 16	Str 26, Dex 13, Con 20, Int 2, Wis 16, Cha 14	Str 27, Dex 12, Con 21, Int 3, Wis 15, Cha 11
Skills:	Hide +8*, Move Silently +4, Swim +9	Hide -7*, Listen +8, Move Silently +5, Spot +6, Swim +16	Hide -4*, Listen +9, Move Silently +6, Spot +9, Swim +16
Feats:	Iron Will, Weapon Finesse	Improved Initiative, Iron Will, Psionic Focus (telepathy), Weapon Focus (tentacle)	Alertness, Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Hide)
Environment	Silt	Silt	Silt
Organization:	Clutch (3-12)	Solitary	Solitary
Challenge Rating:	3	6	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	6-10 HD (Medium); 11-15 HD (Large)	10-18 HD (Huge); 19-27 HD (Gargantuan)	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment:	—	—	—

Constrict (Ex): With a successful grapple check, a silt horror can crush a grabbed opponent, dealing 2d8 + Str points of bludgeoning damage.

Improved Grab (Ex): To use this ability, a silt horror must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: A silt horror has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Silt horrors gain a +20 racial bonus on Hide checks in silt.

Black Silt Horror

The black silt horror is the smallest of the silt horrors. It resembles a black, dusty squid with a writhing mass of eight barbed tentacles. It is much smaller than other silt horrors and roams in groups called clutches, and attacks its prey by using pack tactics.

Combat

Black silt horrors attack with their lashing tentacles, trying to entangle a victim. It will flee if it loses five or more tentacles.

Air Jet (Ex): A black silt horror can jet backward once per round as a full-round action, at a speed of 80 feet.

Poison (Ex): Injury, Fortitude DC 14, initial damage paralysis 1 minute; secondary damage paralysis 1d6 rounds. The save DC is Constitution-based.

Psi-Like Abilities: At will—*synesthesia*; 3/day—*attraction* (+6 interaction bonus, DC 16*), *ego whip* (DC 15), *empty mind*, *false sensory input* (DC 16), *inflict pain* (up to two targets, DC 16*), *precognition*. Manifestor level 5th. The save DCs are Charisma-based.

*Includes augmentation for the silt horror's manifestor level.

Black Silt Horror Society

Black silt horrors have a matriarchal society, where the larger females develop rudimentary psionic abilities that aid in capturing prey. They're found in the Sea of Silt and many smaller silt basins.

Brown Silt Horror

The brown horror is a much feared form of silt horror, since it can psionically force its victims to come to it. Its body is not really brown, being more a dirty shade of white color. It only appears brown when seen against the pearly silt.

The brown horror is always hungry, and even attacks other silt horrors.

Combat

The brown silt horror spies opponents while immersed in silt. Since it is blind and deaf, it uses *synesthesia* to sense

its prey. It always keeps at least one tentacle just an inch below the surface, to find out what is going on around it and to determine the **Strength** of its prey and the best time to attack. The silt horror tries to dominate creatures that are too strong to fight physically.

Air Jet (Ex): A brown silt horror can jet backward once per round as a full-round action, at a speed of 160 feet.

Immunities: A brown silt horror's continual *synesthete* power allows it to see or hear; it typically chooses sight and is subject to most visual attack forms. Brown silt horrors have immunity to gaze attacks and attack forms that rely on hearing.

Psi-Like Abilities: At will—*synesthete*; 3/day—*conceal thoughts* (DC 13), *ego whip* (DC 14), *empty mind*, *psionic dominate* (all except aberrations, dragons, elementals, and outsiders, DC 16), *precognition*. Manifestor level 9th. The save DCs are **Charisma**-based.

Brown Silt Horror Society

The brown horror is a loner, found only in the silt. It may live about 45 years and must eat at least once a month. Brown horrors are actually the offspring of cross breeding between white and gray horrors.

Gray Silt Horror

The gray horror is a sickly gray in color, and has a multitude of sharp-edged tentacles.

Gray horrors consider anything that they can sense as

prey. If one or more tentacles are severed, they regrow at the rate of one per month.

Combat

The gray horror attempts to lure its victim to it, creating and controlling sounds that are similar to whimpering sounds and the sounds of water. It uses *create sound* and *control sound* to make it seem that there is water only a few steps away.

Air Jet (Ex): A gray silt horror can jet backward once per round as a full-round action, at a speed of 240 feet.

Psi-Like Abilities: 3/day—*control air* (60 mph*), *control sound*, *create sound*, *empty mind*. Manifestor level 12th.

*Includes augmentation for the silt horror's manifestor level.

Tremorsense (Ex): A gray silt horror can detect vibrations in the silt at a range of up to three miles, but it can pinpoint only creatures and objects within 60 ft.

Gray Silt Horrors Society

Gray silt 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.

	Magma Silt Horror Huge Aberration (Fire, Psionic)	Red Silt Horror Large Aberration (Psionic)	White Silt Horror Gargantuan Aberration
Hit Dice:	12d8+60 (114 hp)	8d8+24 (60 hp)	16d8+115 (187 hp)
Initiative:	+1	+2	+4
Speed:	Swim 15 ft. (3 squares)	20 ft. (4 squares), swim 20 ft.	Swim 10 ft. (2 squares)
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	12 (-4 size, +6 natural), touch 6, flat-footed 12
Base Attack/Grapple:	+9/+25	+6/+14	+12/+36
Attack:	Tentacle +16 melee (1d6+8)	Tentacle +10 melee (1d4+4)	Tentacle +20 melee (1d8+12)
Full Attack:	8 tentacles +16 melee (1d6+8)	8 tentacles +10 melee (1d4+4) and bite +4 melee (2d6+2 plus poison)	10 tentacles +20 melee (1d8+12)
Space/Reach:	15 ft./10 ft.	10 ft./5 ft.	20 ft./15 ft.
Special Attacks:	Constrict 2d8+8, improved grab, psi-like abilities	Constrict 2d8+4, improved grab, poison, psi-like abilities	Constrict 2d8+12, improved grab
Special Qualities:	Air jet, immunities, immunity to fire, vulnerability to cold	Air jet, darkvision 60 ft., walk on tentacles	Air jet, darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +9, Ref +5, Will +13	Fort +5, Ref +4, Will +10	Fort +14, Ref +5, Will +14
Abilities:	Str 27, Dex 13, Con 21, Int 12, Wis 16, Cha 16	Str 18, Dex 14, Con 16, Int 5, Wis 14, Cha 13	Str 35, Dex 11, Con 25, Int 2, Wis 14, Cha 7
Skills:	Concentration +14, Hide -7*, Listen +12, Move Silently +13, Psicraft +10, Spot +12, Swim +16	Hide +7*, Move Silently +11, Swim +12	Hide -4*, Listen +6, Move Silently +8, Spot +6, Swim +20
Feats:	Combat Reflexes, Iron Will, Psionic Focus (telepathy), Skill Focus (Move Silently), Weapon Focus (tentacle)	Iron Will, Skill Focus (Move Silently), Weapon Focus (tentacle)	Alertness, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Hide), Toughness
Environment	Silt	Silt	Silt
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	5	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)	9-16 HD (Large); 17-24 HD (Huge)	17-32 HD (Gargantuan); 33-48 HD (Colossal)
Level Adjustment:	—	—	—

Magma Silt Horror

The magma horror inhabits volcanic areas. Unlike the other horrors, the magma horror is very intelligent and has formidable psionic abilities. Since it has no eyes, it uses its psionic powers to sense the presence of prey. Once prey is found, the horror contacts its victim psionically, trying to persuade it to approach.

As with all horrors, the magma silt horror is always looking for an opportunity to feed itself. This horror must feed at least once every six weeks or it begins to weaken.

Combat

Air Jet (Ex): A magma silt horror can jet backward once per round as a full-round action, at a speed of 240 feet.

Immunities: Since magma silt horrors are blind, they continuously employ the *synesthete* power to hear light, gaining immunity to gaze attacks.

Psi-Like Abilities: At will—*synesthete*; 3/day—*clairvoyant sense*, *mindlink* (up to 8 unwilling targets, DC 14*); 1/day—*danger sense* (improved uncanny dodge*), *empathy* (75-ft. range, 75-ft. radius, 12 hours*), *intellect fortress* (6 rounds*), *mind thrust* (3d10, DC 14*), *psionic divination*. Manifestor level 12th. The save DCs are Charisma-based.

*Includes augmentation for the silt horror's manifestor level.

Magma Silt Horror Society

The magma silt horror is a solitary creature that meets others of its kind only for mating.

Red Silt Horror

The red silt horror is the most mobile of the horrors, able to propel itself across the surface of Athas using four tentacles as functional "legs".

If one or more tentacles are severed, they regrow at the rate of one per month.

Combat

The red silt horror tries to lure prey to it using its psionic abilities to establish mental contact with its quarry, discovering what the victim desires most and then using *false sensory input* to create a complete sensory image of the desired object.

Air Jet (Ex): A red silt horror can jet backward once per round as a full-round action, at a speed of 240 feet.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage paralysis 2d6 rounds. The save DC is Constitution-based.

Psi-Like Abilities: 3/day—*attraction* (+9 interaction bonus, DC 17*), *aversion* (13 hours, DC 16*), *concussion blast* (4d6*), *ego whip* (DC 13), *empty mind*, *false sensory input* (DC 14), *mindlink* (up to 5 unwilling targets, DC 12*), *read thoughts* (DC 13). Manifestor level 10th. The save DCs are Charisma-based.

*Includes augmentation for the silt horror's manifestor level.

Walk on Tentacles (Ex): A red silt horror loses its Dexterity bonus to armor class when walking on its tentacles.

Red Silt Horror Society

Red silt horrors prefer to live in the Sea of Silt. However, if food becomes scarce, they will move to another silt basin, a mudflat, or even the desert, traveling at night to limit the chances that they are seen and attacked.

Once a suitable lair is found, the red silt horror uses its air jet to dig into the ground where it awaits its next victim.

White Silt Horror

The white horror is the most common and usually the largest of the silt horrors. Its tentacles can grow up to 50 feet long. Its mouth is located near the air sac used to propel it and is not used in combat, because it waits until its food has suffocated before it begins to feed.

The white horror eats anything except other horrors. It can subsist for years on one meal, lying dormant underneath the silt. Its life expectancy is about 40 years, usually mating only once in its lifetime.

Combat

The white silt horror lies quietly below the silt. When it detects vibrations caused by beings moving through the silt, it surprises its prey, attacking with all tentacles at once. It will attack as soon as a single target is within range, even if the target is part of a larger group.

Air Jet (Ex): A white silt horror can jet backward once per round as a full-round action, at a speed of 160 feet.

Tremor Sense (Ex): A white silt horror can detect vibrations in the silt at a range of up to three miles, but it can pinpoint only creatures and objects within 60 ft.

White Silt Horror Society

The white silt horror is found anywhere in silt basins and the Sea of Silt. It doesn't like the sun, and it waits for dark if it needs to move out of the silt.

Silt Runner

Silt Runner, 1st-Level Warrior

Small Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +1/-4

Attack: Shortspear +1 melee (1d4-1) or claw +1 melee (1d4-1)

Full Attack: Shortspear +1 melee (1d4-1) and bite -4 melee (1d4-1); or 2 claws +1 melee (1d4-1) and bite -4 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., silt run

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

Abilities: Str 9, Dex 12, Con 11, Int 6, Wis 9, Cha 8

Skills: Balance +5, Listen +2, Spot +2

Feats: Alertness

Environment: Deserts

Organization: Gang (3-8), band (10-40 plus 100% non-combatants plus 1 2nd level sergeant per 10 adults and

1 leader of 3rd-4th level, tribe (50-100 plus 100% non-combatants plus 1 2nd level sergeant per 10 adults, 1 or 2 3rd-4th level lieutenants, and 1 leader of 5th-6

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +0

Scuttling across the silt as though running on solid ground is a short lizard-man with green scales, jagged teeth, and wickedly clawed hands.

Silt runners are cowardly reptilian humanoids with the curious ability to run across open silt. They have tails, but these usually drag along the ground except when they are running or in combat, when the tail is used to help them maintain their balance. They wear trophies taken from their victims.

Combat

Silt runners only attack when they outnumber their foes by at least three to one. Even then they attempt to attack from ambush and overrun an opponent using wave attacks.

Silt Run (Ex): A silt runner moving at running speed can move across up to 60 ft. of silt without breaking the surface.

Skills: A silt runner's tail gives it a +4 racial bonus on Balance checks.

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

Silt Runner Society

Most silt runner tribes live on islands of the Silt Sea near the coast line where they live by raiding passing merchant caravans and nearby villages.

Silt runners have an unreasoning hatred for elves and attack them on sight. They consider the flesh of an elf slain in combat to be the greatest of delicacies.

Silt Runners as Characters

Silt runners' deceptive tendencies make them excellent rogues, despite their low intellects, and most silt runner leaders are fighter/rogues. Silt runner clerics typically worship the element of Silt. Silt runners are not exceptionally bright and find magical studies to be frustratingly difficult. The statistics above are given for a 1st-level silt runner warrior.

Silt runner characters possess the following racial traits.

- -4 Str, -4 Int
- Small. Silt runners gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Space/Reach: 5 ft./5 ft.
- A silt runner's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Weapon Proficiency: A silt runner is proficient with all simple weapons and its natural weaponry.
- +2 natural armor bonus.
- +4 racial bonus on Balance checks.
- Natural Weapons: 2 claws (1d4), bite (1d4).
- Special Qualities (see above): Silt run.

- Automatic Languages: Silt runner. Bonus Languages: none.
- Favored Class: Rogue.
- Level adjustment +0.

Silt Serpent

This creature is a silt-grey snake that slithers through the dust, baring ivory fangs and hissing menacingly.

Silt serpents are precisely that – serpents that have adapted to live in the shallows of the Sea of Silt. As with many of Athas' denizens, they have evolved basic psionic abilities to help them to cope with life under the dark sun. Small and timid, they nevertheless possess a venomous bite that can bring down all but the hardiest of opponents.

Silt serpents are carnivores that dwell alone or in familial nests in reefs and rocky ruins in the shallow silt. They are hunted for their flesh, which is succulent and tasty. Giants of the silt archipelagoes were among the first to prepare the creatures as food, but it is the Sky Singer elf tribe that has become most famous for their dish known as *alrasb*, prepared over an open flame from the sizzling meat of the serpents.

An adult silt serpent can grow to be four feet in length. Their young, laid in clutches of 2-12 eggs, are thin and slender, but with a more potent venom than their parents.

Combat

Silt serpents are cowardly but cunning opponents. They lie beneath the silt, making use of their tremorsense ability to detect potential prey. When a target is detected, the serpent swims towards it, strikes and swims away again to wait for its poison to take effect. When the target stops moving (the serpent's chief criterion for victory) it swims back and begins to feed. Although playing dead can fool a serpent, this generally only prompts it to start feeding, and so is of limited use.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d6 Str, secondary damage 1d6 Con. The save DC is Constitution-based. Immature silt serpents have a +2 racial bonus on their poison (DC 12).

Psi-Like Abilities: 3/day—attraction (+5 interaction bonus, DC 8*), ego whip (DC 8), empty mind, precognition, synesthete. Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the silt serpent's manifest level.

Tremorsense (Ex): A silt serpent can detect and pinpoint any creature or object within 60 feet in contact with the ground or silt.

Skills: Silt serpents have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A silt serpent can always choose to take 10 on a Climb check, even if rushed or threatened. Silt serpents use their Dexterity modifier for Climb and Swim checks. A silt serpent has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

	Silt Serpent, Standard Small Magical Beast (Psionic)	Silt Serpent, Giant Huge Magical Beast (Psionic)
Hit Dice:	1d10 (5 hp)	5d10+5 (32 hp)
Initiative:	+3	+6
Speed:	10 ft. (2 squares), climb 10 ft., swim 10 ft.	20 ft. (4 squares), climb 20 ft, swim 20 ft.
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+1/-5	+5/+16
Attack:	Bite +5 melee (1d4-2 plus poison)	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +5 melee (1d4-2 plus poison)	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison, psi-like abilities	Poison, psi-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.	Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
Saves:	Fort +2, Ref +5, Will +1	Fort +5, Ref +6, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 3	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 3
Skills:	Balance +11, Climb +12, Hide +11, Listen +6, Spot +6, Swim +12	Balance +12, Climb +11, Hide +2, Listen +6, Spot +6, Swim +11
Feats:	Weapon Finesse	Improved Initiative, Weapon Focus (bite)
Environment	Silt	Silt
Organization:	Solitary or nest (4-14)	Solitary or pair (1-2)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2 HD (Small), 3 HD (Medium)	6-10 HD (Huge), 11-15 HD (Gargantuan)
Level Adjustment:	—	—

Giant Silt Serpents

Although the standard silt serpent is most at home in the shallow silt, specimens occasionally are found in the deeper silt. Far larger than their reef-dwelling cousins, these giant silt serpents can reach 18 feet or more in length, and their venom is more potent still.

Poison (Ex): Injury, Fortitude DC 13, initial damage 2d4 Str, secondary damage 2d4 Con. The save DC is Constitution-based. Immature giant silt serpents have a +2 racial bonus on their poison (DC 15).

Psi-Like Abilities: 3/day—*attraction* (+7 interaction bonus, DC 10*), *ego whip* (2d4 Cha, DC 10*), *empty mind* (+4 bonus*), *precognition*, *synesthete*. Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the giant silt serpent's manifest level.

Skills: Giant silt serpents have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A giant silt serpent can always choose to take 10 on a Climb check, even if rushed or threatened. A giant silt serpent has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Silt Spawn

Medium Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: Swim 40 ft. (8 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+9*

Attack: Bite +3 melee (1d8)

Full Attack: Bite +3 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 11, Dex 14, Con 12, Int 1, Wis 12, Cha 3

Skills: Hide +3, Listen +5, Spot +5, Swim +8

Feats: Alertness, Weapon Finesse(B)

Environment: Silt

Organization: Clutch (2-12) or tangle (2-5 clutches)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Always neutral

Advancement: 3-4 HD (Medium), 5-6 HD (Large)

Level Adjustment: —

With a flat, pear-shaped body sporting several bulbous protrusions, this creature swims through the silt by means of a cluster of writhing tentacles at its narrow end.

The immature form of the larger silt horrors, silt spawn are aggressive predators driven by the same voracious hunger that typifies the fully grown members of the species. Silt spawn are all born identical, no matter their parents' subspecies, and do not differentiate into the various strains of silt horror until they reach maturity. To many observers, they barely resemble the adult horrors that they will later become.

Silt spawn live in rocky crevices and similar locations in the shallow silt, where they are protected from the hungry jaws of larger predators. They ambush their prey, swarming through the silt in a mass of tentacles and snapping jaws.

Over time, spells have been developed that focus upon the silt spawn. Two of these are presented below: *spawn heritage* and *spawn song*.

Silt spawn are born four feet long, weighing 130 pounds. They continue to mature until they reach 10 feet in length, at which time they weigh as much as 500 pounds. At this point the maturation into a silt horror of a specific color begins, and the spawn is treated as an adult of the appropriate species.

Combat

Silt spawn prefer to attack from ambush, and once they have detected prey, they will emerge from their lairs and silently swim towards the surface, striking when their target is within reach. Although they are of very low intelligence, their clutch instinct drives them to cooperate in combat, and they will attempt to grapple a single target en masse and drag their prey into the silt. Once submerged, the prey either swiftly drowns or succumbs to the bites of the mass of feeding spawn.

Skills: A silt spawn has a +8 **racial bonus** on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while

Spawn Heritage

Divination

Level: Drd 1, Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One silt spawn

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this spell you are able to determine what species of adult silt horror a specific silt spawn will mature into. The spell compares a single silt spawn within range with one or more pieces of dried silt horror hide that you hold. The spell will only work if one of the pieces of hide you are holding matches the species of the immature silt spawn and so the spell's utility is limited by the completeness of the caster's collection of silt horror hides.

Focus: One or more pieces of dried flesh from adult silt horrors.

Spawn Song

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 3

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 feet + 40 feet per caster level).

Targets: Up to 12 silt spawn within range

Duration: Concentration, up to 10 rounds (D)

Saving Throw: Will negates (see below)

Spell Resistance: Yes

This spell sends out a hypnotic call to all silt spawn within range. If cast on a group of specific silt spawn, these all receive saving throws as normal. If cast "blind" within a reef or submerged rocky area where silt spawn are common, typically 2d6 silt spawn will respond (these are assumed to be those that have failed their saving throws).

The spell, which takes the form of a repetitive dirge sung while standing in the silt itself, enrages the spawn and compels them to attack the caster, disregarding all other targets. Used in conjunction with skilled trappers, this spell allows the caster to summon the spawn while the trappers snatch them from the silt just before they strike.

The lure lasts for as long as the caster keeps singing, but never longer than 10 rounds.

swimming, provided it swims in a straight line. *Silt spawn receive a +8 **racial bonus** on all grapple checks.

Silt Spawn Society

While adult horrors are solitary beasts, the silt spawn are driven by a clutch instinct. They are clutched by their parent in the shallows of the silt and as soon as they are born, the spawn instinctively flee into whatever crannies or bolt-holes they can find. The parent horror cares nothing for its children and often lingers in the vicinity of the birthing site in the hope of an easy meal. Spawn that do not hide are devoured, a hazard that persists until the adult horror's own instincts drive it back into the deeper silt that is its natural home. The spawn will remain in the shallows until they mature, at which time they are driven into the deep silt by both their size and a growing competitive streak that forces the clutch to separate – or become enemies.

Occasionally a particular area of shallow silt becomes a popular clutching ground for more than one adult silt horror. In such situations it is possible that more than one clutch of silt spawn will occupy the same area. Observers have noted that, far from competing, the clutches will combine into a single, tangled mass of spawn. Clerics of Silt have been known to claim that spawn from differing species that matured together in the same clutch will not compete or attack one another as adults. There is no proven example of this yet known but it seems likely that the hybrid brown silt horror is a result of such early pairings.

Unlike mature horrors, silt spawn are both edible and tasty and are hunted for their flesh by the giants of the silt archipelagoes and other dwellers along the shores. In addition to their flesh, they are also hunted for their hide, which can be used to make waterproof containers or clothing.

A weed known as *draxia*, native to the silt islands, can reputedly be used as an ingredient in an ointment that will repel silt spawn and act as an irritant to silt horrors. It is unknown if this is merely rumor, however, as no-one on the mainland has been able to successfully produce an effective formula, and experimenters are as often as not attacked by the irritated adult silt horrors, a tendency that has discouraged further experimentation.

Silt Weird

Huge Elemental (Earth, Psionic, Water)

Hit Dice: 8d8+40 (76 hp)

Initiative: +11

Speed: 40 ft. (8 squares), fly 40 ft.

Armor Class: 23 (-2 size, +11 Dex, +4 natural), touch 19, flat-footed 12

Base Attack/Grapple: +6/+14

Attack: Slam +15 melee (1d8 plus 1 Con)

Full Attack: Slam +15 melee (1d8 plus 1 Con)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constitution drain, control elementals, psi-like abilities

Special Qualities: Damage reduction 15/bludgeoning, darkvision 60 ft., elemental traits, immunity to cold, reform, resistance to fire 10, spell resistance 20, vulnerabilities

Saves: Fort +11, Ref +13, Will +10

Abilities: Str 10, Dex 33, Con 20, Int 15, Wis 22, Cha 26

Skills: Concentration +17, Disguise +16, Hide +13*, Listen +10, Move Silently +13, Psicraft +14, Spot +14
Feats: Ability Focus (constitution drain), Combat Expertise, Iron Will, Weapon Finesse(B)
Environment: Silt
Organization: Solitary
Challenge Rating: 8
Alignment: Usually chaotic evil
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment: —

The silt warps and shifts and forms a writhing pseudopod in the shape of a huge serpent, which launches itself towards you.

Believed to have been birthed in the paraelemental plane of silt, the silt weird is a formidable foe, forming the silt it inhabits and taking the shape of a huge serpent or a vaguely humanoid figure. It uses a humanoid shape, sometimes confused with a true earth elemental, to lure travelers to their deaths.

Silt weirds are extremely dangerous, existing as they do between the Material Plane and the Paraelemental Plane of Silt.

A silt weird obtains its nourishment from the life force of its victims. Silt weirds find the harsh conditions of Athas much to their liking and thrive because of this.

It is rumored that the border between the paraelemental Plane of Silt, and the Material Plane on Athas is continually shifting, which enables the silt weirds and other denizens such as dune stalkers and sandmen to enter Athas easily.

Combat

Silt weirds attack with their slam, and if successful will drain **Constitution** from their prey as well as suffocate them. Silt weirds are very aggressive and will use psionics to help speed up the process, protect themselves from others, and fend off attackers while they are draining and suffocating a victim. Sometimes silt weirds will have earth elementals under their control which they will use to their full advantage.

Constitution Drain (Su): Living creatures hit by a silt weird's slam attack must succeed on a DC 22 **Fortitude** save or take 1 point of **Constitution** drain. A creature drained to 0 **Constitution** by a silt weird has its essence devoured and cannot be brought back to life except by a *miracle*, *true resurrection*, or *wish* spell. The save DC is **Charisma**-based.

Control Elementals (Su): A silt weird can control earth elementals and silt paraelementals within 120 ft. that fail a **Will** save (DC 22). A silt weird can command a total of 16 Hit Dice worth of earth elementals and/or silt paraelementals at one time. The save DC is **Charisma**-based.

Psi-Like Abilities: At will—*chameleon*, *crisis of breath* (all targets, DC 23*), *ego whip* (2d4 Cha, DC 22*); 1/day—*crisis of life* (DC 25), *empty mind* (+6 bonus*), *fate of one*, *greater concealing amorphia*, *psionic blast* (stun 3 rounds, DC 21*). Manifest level 10th. The save DCs are **Charisma**-based.

*Includes augmentation for the silt weird's manifest level.

Reform (Su): Silt weirds are difficult to kill, for if slain, they reform after 1d6 hours.

Vulnerabilities (Ex): A *transmute mud to rock* spell cast on a silt weird transforms it into a large, 8HD earth elemental for 1d6 hours, as if affected by the *polymorph*

spell; the silt weird gets a **Will** save to resist the spell. A *transmute rock to mud* spell cast on the silt weird's new form slays the creature (no save) and prevents it from reforming.

Skills: Silt weirds receive a +4 racial bonus to their **Concentration**, **Hide**, and **Psicraft** skill checks. *A silt weird's *chameleon* power gives it a +10 enhancement bonus on **Hide** checks when active.

Silt Weird Society

The silt weird is a solitary creature that wanders the Sea of Silt and inland silt basins hunting for prey. Since the weird forms its body from the silt in which it lives, it is unable to travel over land, therefore confined to only attack creatures that pass within its reach.

Silt weirds avoid their own kind; they view each other as competition and battle furiously over a section of silt. These fights usually end in stalemates however, as the weirds cannot harm each other, and one of the weirds usually gives in and goes its own way. It is rare to find more than one silt weird in a 10-mile square radius.

Sink Worm

Huge Aberration

Hit Dice: 14d8+70 (133 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 50 ft.

Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14

Base Attack/Grapple: +10/+26

Attack: Bite +16 melee (2d8+12)

Full Attack: Bite +16 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Darkvision 60 ft., phasing, tremorsense 120 ft.

Saves: Fort +9, Ref +5, Will +9

Abilities: Str 27, Dex 13, Con 21, Int 1, Wis 10, Cha 12

Skills: Listen +15, Move Silently +5*, Spot +10

Feats: Alertness, Cleave, Great Cleave, Power Attack, Snatch

Environment: Deserts and silt

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)

Level Adjustment: —

The ground bucks and heaves as a vast pale worm bursts from beneath the sand, cavernous jaws agape.

A sink worm is huge white worm that travels beneath silt and sand, leaving a scarcely noticeable trail. In spite of this clear warning sign, few prey escape once a sink worm begins hunting them.

Sink worms are solitary, meeting with others of their species to mate only once every three years. The hatchlings are left to fend for themselves, and most turn cannibal immediately, with the strongest few surviving to burrow away. Sink worms will try to eat nearly anything and need at least one man-sized victim per day.

The sink worm sucks sand and silt through its body, filtering minute particles of air past gills which allow the creature to breathe under the silt or sand. It is this removal of air which causes the characteristic sunken depression in the surface of the sand or silt through which the sink worm passes.

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. Sink worms can stretch up to 32 feet long or more. A sink worm is pale white in color, resembling a huge maggot.

Combat

A sink worm travels underneath the silt and sand, moving silently until it bursts out, surprising its victim and usually swallowing it whole. If a sink worm is pursuing a target that is fleeing, it will often use its phasing ability to rush ahead of its prey and then burst up from the sand in front of them. If sorely injured, a sink worm will seek to flee beneath the sand using its phase ability.

Improved Grab (Ex): To use this ability, a sink worm must hit a creature at least two size categories smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Phasing (Ex): Sink worms can phase through sand, earth or solid rock. This ability works like the *dimension door* spell, with a range of 90 feet. The sink worm cannot use this ability if it is holding a creature in its mouth.

Swallow Whole (Ex): A sink worm can try to swallow a grabbed opponent at least two size categories smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge worm's interior can hold 4 Medium, 8 Small, 16 Tiny, or 32 Diminutive or smaller opponents.

Tremorsense (Ex): Sink worms can sense vibrations up to 120 feet away on both sand and on silt.

Skills: Sink worms have a +4 racial bonus on Listen and Spot checks. *When burrowing through sand or silt, a sink worm has a +8 racial bonus on Move Silently checks.

Special Qualities: Telepathy 30 ft.

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

Abilities: Str 14, Dex 11, Con 8, Int 10, Wis 12, Cha 6

Skills: Craft (weaponmaking) +4, Listen +3, Spot +4, Survival +6

Feats: Power Attack, Teamwork

Environment: Deserts

Organization: War Band (5-30)

Challenge Rating: 2

Treasure: Standard

Alignment: Often neutral (any)

Advancement: By character class

Level Adjustment: +1

Shambling along with a hunched gait is a muscular humanoid with pale tan skin and covered in ruddy hair. Its body is lean and utterly devoid of fat, its arms end in blunt black claws and broken yellow teeth jut at crooked angles from its broadly grinning mouth.

Sligs are wide-jawed humanoids that roam the desert wilderness. They are especially lean, because they cannot store fat in their bodies, and are remarkably hairy. Sligs live in war bands, as the raiding and hunting lifestyle dominates their culture. They are crude craftsmen and often use items stolen from more advanced species.

Sporting a hunched posture, they have powerful arms that help with moving. Sligs dress in hides and animal skins, with different clothing denoting rank within the warband and ritual scarification marking excellence in combat and skill at the hunt.

Sligs have their own language, and some non-slig know it, but sligs usually do not take the time or the effort to learn another language. Sligs possess a natural telepathy that allows them to communicate essential information to one another regarding battle or the hunt. This telepathy is not sufficiently developed to communicate other concepts, however.

Sligs must eat more than other humanoid races; if they go without food for three days they die of starvation. Sligs also recycle body fluids better than other humanoids and therefore only need 1/2 the water requirement of what a human would.

Male sligs are tall and muscular, standing seven feet tall and weighing more than 300 pounds. Female sligs are similar in appearance, but much smaller, standing about 5 feet tall. Their hair is always braided, and their skin color is very light, usually white or tan.

Combat

Sligs are formidable opponents, but not invincible. They gain their Strength through attacking via formation. They usually use bone long swords and bone spears as weapons: if they are weaponless they will then just use their bite attack. Sligs have darkvision 60 feet.

Formation Attack (Ex): When two sligs are flanking an opponent, each receives a +4 bonus on attack rolls, instead of the normal +2. Other sligs in melee with that opponent but not flanking it receive a +2 bonus to attack rolls.

Telepathy (Su): Sligs can telepathically communicate battle tactics to all sligs within 30 ft.

Skills (Ex): *Sligs receive a +10 racial bonus on Survival checks when tracking or looking for food.

Slig

Medium Humanoid (Slig)

Hit Dice: 4d8-4 (14 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+5

Attack: Bone longsword +4 melee (1d8+1/19-20) or bite +5 melee (1d3+1)

Full Attack: Bone longsword +4 melee (1d8+1/19-20) and bite +0 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Formation attack

Slig Society

Sligs are cunning and intelligent and have learned what most other races of the Tablelands desire: treasure, metal and food and water. As a result, the wily sligs will often lay ambushes with just such items as bait. The lure can be as simple as a half-buried barrel or crate or as elaborate as the mock wreckage of an ambushed caravan, complete with slain animals and smoldering wagons. Those who are ambushed will be slain or sometimes even kidnapped by the sligs and held for ransom in the hope that others will fall prey to this new form of lure and come seeking their companions.

Unlike other races of the desert, sligs are sedentary and will make a permanent home from which they launch raids and hunts into the surrounding territory. Slig families are highly mutable, with the female producing young three times each year, fathered by whichever hunters are currently the most respected in the warband. The young mature rapidly and are full members of the warband within a year. To accomplish this growth, young sligs eat ravenously of the meals that are brought back to them, giving rise to the phrase "sligging down" one's meal.

Sligs as Characters

Powerful and aggressive, sligs naturally tend towards the martial classes. Some make passable rogues, but as a rule sligs are too impatient for stealthy work. Those that apply themselves are able to achieve some excellence as clerics (usually of silt or earth) and some find the calling of druidry to their liking.

Slig characters possess the following racial traits.

- +4 **Str**, -2 **Con**, +2 **Wis**, -4 **Cha**
- Medium. As Medium creatures, sligs receive no bonuses or penalties due to their size.
- Space/Reach: 5 ft./5 ft.
- A slig's base land speed is 30 feet.
- **Racial Hit Dice**: A slig begins with 4 levels of **humanoid (slig)**, which provide 4d8 **Hit Dice**, a **base attack bonus** of +3, and **base saving throw bonuses** of **Fort** +4, **Ref** +1 and **Will** +1.
- **Racial Skills**: A slig's **humanoid** levels give it skill points equal to 7 x (2 + **Int** modifier). Its class skills are **Craft** (weaponmaking), **Listen**, **Spot** and **Survival**.
- A slig's **humanoid** levels give it 2 feats.
- **Weapon Proficiency**: A slig is proficient with its natural weapons and all simple and martial weapons.
- +4 **natural armor bonus**.
- **Natural Weapons**: Bite (1d3).
- **Special Attacks** (see above): Formation attack.
- **Special Qualities** (see above): Telepathic communication.
- **Automatic Languages**: Slig. **Bonus Languages**: Common.
- **Favored Class**: Fighter.
- **Level adjustment** +1.

Slime

Dagolar Slime

This slime has the hideous appearance of a large greenish-colored ooze with a human-like brain resting in the middle.

Dagolar slimes are Tyrian slimes that have been psionically altered by the evil defiler/psion, Dagolar. Like most oozes, Dagolar slimes can move along walls and ceilings. Doing this allows them to drop on unsuspecting prey and envelop the head to get at the victim's brain, which is all that consists of the Dagolar slime's diet.

Dagolar slimes also reproduce in a similar way- upon enveloping the head of a victim; they do not consume the brain, but rather 'transplant' it into a divided portion of the Dagolar slime's body. Only creatures with an especially active brain pattern (i.e., a psion) are unlucky enough to be such targets of a Dagolar slime's hideous brain transplant.

Combat

Much like Tyrian slimes, Dagolar slimes usually begin battle by spraying their fast-drying, sticky secretions at their opponents, and then unleashing a steam of highly corrosive acid. The acid stream has a range of 15 ft. (no range increment).

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Psi-Like Abilities: At will – *detect psionics*, *ego whip* (2d4 damage, DC 17*), *empty mind* (+6 bonus*), *schism*. 3/day–*metaconcert* (11 minute duration*), *psychic crush* (DC 17). Manifest level 10th.

*Includes augmentation for dagolar slime's manifester level.

Weapon Immunities: Dagolar slimes are immune to bludgeoning and piercing weapons.

Web (Ex): As a standard action, a Dagolar slime can launch an extremely sticky adhesive at a single target, who must make a **Reflex save** (DC 16) or become entangled. The save DC is **Dexterity**-based.

Skills: Dagolar slimes receive a +8 **racial bonus** to all **Climb** checks and can always choose to take 10 on a **Climb** check, even if rushed or threatened.

Tyrian Slime

A bluish-green amoeba oozes through the cracks of the dungeon wall and advances towards you, spraying a corrosive ray of acid as it comes.

Tyrian slimes are similar to most other creatures of their kind. Their bodies consist of bluish-green amoeba-like cells that enable them to creep through cracks and crevices, and into the dark, damp subterranean locations. Tyrian slime, like most other oozes, is a solitary, asexual creature that reproduces by dividing its body and is usually encountered by wanderers with its own divided offspring.

Tyrian slimes are able to move along walls and ceilings, dissolving all sorts of carrion and refuse, thus often keeping the vicinity relatively clean. They attack nearly anything that they sense approaching, and one of their favorite tactics is to drop on unsuspecting prey.

Combat

Tyrian slimes attack by employing one of two techniques. The first attack is a fast-drying, sticky adhesive that entangles its prey into motionlessness,

	Dagolar Slime Medium Ooze (Psionic)	Tyrian Slime Medium Ooze
Hit Dice:	7d10+28 (66 hp)	5d10+15 (42 hp)
Initiative:	+3	+0
Speed:	20 ft. (4 squares), climb 20 ft.	20 ft. (4 squares), climb 20 ft.
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10	18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+5/+5	+3/+3
Attack:	Acid spray +8 ranged touch (2d6 acid)	Acid spray +3 ranged touch (2d6 acid)
Full Attack:	2 acid sprays +8 ranged touch (2d6 acid)	Acid spray +3 ranged touch (2d6 acid)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Psi-like abilities, web	Acid, web
Special Qualities:	Blindsight 60 ft., immunity to acid and fire, ooze traits, weapon immunities	Blindsight 60 ft., immunity to acid, fire, and bludgeoning and piercing weapons, ooze traits
Saves:	Fort +6, Ref +5, Will +4	Fort +4, Ref +1, Will -4
Abilities:	Str 11, Dex 16, Con 18, Int —, Wis 14, Cha 15	Str 10, Dex 10, Con 17, Int —, Wis 1, Cha 1
Skills:	Climb+8	Climb +8
Feats:	—	—
Environment	Underground	Underground
Organization:	Solitary, or spawn (1-3)	Solitary or group (1-3)
Challenge Rating:	8	5
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral
Advancement:	8-14 HD (Large), 15-21 (Huge)	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	—	—

which is often the slime's first attack. The second technique is to spray a stream of highly corrosive acid at their enemies.

Acid (Ex): The Tyrian slime's acid attack has a range increment of 15 ft. and can be sprayed up to five range increments.

Web (Ex): As a standard action, a Tyrian slime can launch an extremely sticky adhesive at a single target, who must make a Reflex save (DC 12) or become entangled for 1d4 rounds. The save DC is *Dexterity*-based.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Skills: A Tyrian slime has a +8 racial bonus on *Climb* checks and can always choose to take 10 on a *Climb* check, even if rushed or threatened.

abilities are limited to a handful of exceptional individuals. These psychic arachnids soon rise to positions of power within the loose mountain spider society.

An adult mountain spider stands five feet tall on long, sturdy limbs and weighs as much as 200 pounds.

Combat

Mountain spiders are cunning foes that will often attempt to outwit their prey before striking with devastating surprise. They will leave lures for their targets (from animal corpses to apparent treasure), set up ambushes or use psionic misdirection to shift the advantage in their own favor.

Poison (Ex): *Injury*, *Fortitude* DC 15, initial and secondary damage *paralysis* for 2d12 minutes. The save DC is *Constitution*-based.

Psi-Like Abilities: At will—*attraction* (DC 11), *aversion* (DC 12), *empathy*, *inflict pain* (DC 12), *mindlink*, *mind thrust* (DC 11); 3/day—*ego whip* (DC 12), *empty mind*, *thought shield*. Manifest level 3rd. The save DCs are *Charisma*-based.

Tremorsense (Ex): A mountain spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex): Mountain spiders spin webs to build their lairs and other structures, but do not use them to catch prey. They can use their web to lower themselves silently on silk strands and leap onto prey passing beneath them, if necessary. A single strand is strong enough to support the spider and one creature of the same size. Creatures that come into contact with mountain spider webbing nevertheless run the risk of becoming entangled. An entangled creature can escape with a successful *Escape Artist* check (DC 12) or burst it with a *Strength* check (DC 16). Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 6 *hit points*, and *damage reduction* 5/—. A mountain spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: Mountain spiders have a +10 racial bonus on *Hide* and *Jump* checks and a +16 racial bonus on *Climb*

Spider

Mountain Spider

This species of giant spider has a mottled carapace that makes its outlines hard to distinguish against the rock upon which it squats.

Mountain spiders are intelligent creatures with a rudimentary tribal society believed to honeycomb many parts of the Athasian underdark. Cunning predators, they use their superior intellects to lay all manner of traps for the unwary. They are carnivorous and seem to consider roc meat a delicacy. Needless to say, such meals are few and far between for the mountain spiders.

Mountain spider venom is sought after by assassins, as it can be used as an ingredient in the creation of potions to remove paralysis – with the involvement of one skilled in such things, of course.

One mountain spider in ten is psionic. Many believe that the species as a whole is on the brink of developing psionic powers en masse, but for the time being these

	Mountain Spider Medium Magical Beast (Psionic)	Silt Spider Diminutive Vermin (Swarm)
Hit Dice:	5d10+5 (32 hp)	3d8 (13 hp)
Initiative:	+4	+7
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft., swim 30 ft.
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+5/+6	+2/—
Attack:	Bite +9 melee (1d8+1 plus poison)	Swarm (1d6 plus poison)
Full Attack:	Bite +9 melee (1d8+1 plus poison)	Swarm (1d6 plus poison)
Space/Reach:	5 ft. / 5 ft.	10 ft./0 ft.
Special Attacks:	Poison, psi-like abilities, web	Distraction, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.	Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves:	Fort +5, Ref +8, Will +1	Fort +3, Ref +4, Will +1
Abilities:	Str 13, Dex 18, Con 13, Int 16, Wis 10, Cha 11	Str 1, Dex 17, Con 11, Int 1, Wis 10, Cha 3
Skills:	Climb +22, Craft (any) +8, Hide +19, Jump +16, Knowledge (any) +8, Sense Motive +5, Spot +5, Survival +5	Climb +11, Hide +23, Listen +4, Spot +4
Feats:	Ability Focus (poison), Combat Reflexes, Weapon Finesse(B)	Ability Focus (poison), Improved Initiative
Environment	Mountains	Silt
Organization:	Tribe (5-20)	Solitary, tangle (2-4 swarms), or colony (7-12 swarms)
Challenge Rating:	3 (4 if psionic)	1
Treasure:	Standard	None
Alignment:	Usually chaotic neutral	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Large)	None
Level Adjustment:	—	—

checks. A mountain spider can always choose to take 10 on **Climb** checks, even if rushed or threatened. Mountain spiders use their **Dexterity** modifier for **Climb** checks.

Silt Spider

A swarming nest of tiny pale spiders barely distinguishable from the shifting silt that is their home, these creatures rush towards you in a single heaving mass.

Silt spiders are tiny creatures that dwell in Athas' silt seas and basins. Easily able to camouflage themselves within and swim through the silt, they are a hazard wherever they are encountered. Although their bite and accompanying poison is not overly dangerous, their sheer numbers often mean that a target will be devoured by the swarm before he has a chance to regain consciousness.

Individual silt spiders rarely reach six inches in size but can swarm in scores or hundreds.

Combat

A silt spider swarm seeks to surround and attack any living prey it encounters. It deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a silt spider swarm in its space must succeed on a DC 11 **Fortitude** save or be **nauseated** for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, **Fortitude** DC 13, initial and secondary damage **paralysis** for 2d6 minutes. The save DC is Constitution-based.

Tremorsense (Ex): Silt spiders can detect and pinpoint any creature or object within 30 feet in contact with the ground.

Skills: A silt spider swarm has a +4 racial bonus on **Spot** checks and a +8 racial bonus on **Climb** and **Hide** checks. It uses its **Dexterity** modifier instead of its **Strength** modifier for **Climb** checks. It can always choose to take 10 on a **Climb** check, even if rushed or threatened. A silt spider swarm has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spider, Crystal

Large Elemental (Earth, Psionic)

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 60 ft. (12 squares), climb 30 ft.

Armor Class: 18 (-1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +6/+15

Attack: Bite +10 melee (1d6+5 plus poison)

Full Attack: Bite +10 melee (1d6+5 plus poison) and 2 claws +5 melee (2d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, poison, psi-like abilities, ray, web

Special Qualities: Darkvision 60 ft., DR 5/metal, elemental traits

Saves: Fort +9, Ref +4, Will +5

Abilities: Str 20, Dex 11, Con 16, Int 3, Wis 13, Cha 8

Skills: Climb +3, Hide +5*, Spot +3

Feats: Iron Will, Lightning Reflexes, Point Blank Shot

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: No coins, double goods, no items

Alignment: Always neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment: —

You are forced to squint to see past the dazzling refractions and spot that they are emanating from the body of a large, crystalline spider.

Resembling giant wolf spiders, crystal spiders have bodies composed of multifaceted crystal that creates dazzling patterns of refracted light. They spin glass webs that are very sharp and can focus a damaging beam of light at a potential victim.

The crystal spider is a beautiful creature. During the day the sunlight refracts through it, reflecting a myriad of colors which change as it moves. At night it reflects any ambient light, retaining its colors but not as radiant as during the day. When the spider has fed, it takes on a reddish tinge but this fades over a few days.

A crystal spider is incapable of making sounds, but can communicate with others of its kind by means of controlled light.

Crystal spiders get most of their nutrients from sunlight but do require liquids to survive, preferring human blood. They are hunted for their webs, which make excellent weapons, and for the gems which they instinctively weave into these webs (although the spiders are themselves unaware of their value).

A typical crystal spider is eight feet long and can live up to 150 years. Before death, a crystal spider will lay a single huge cluster of eggs (as many as 200) in a specially crafted web.

Combat

Crystal spiders prefer to spin their webs across trails and game paths. They do not sit in their webs, but instead wait on nearby ledges or outcroppings, hoping to pounce on those unfortunate enough to become entangled. Where lighting permits, a crystal spider will also use its ability to fire rays of light at its enemies and will use its psionic power of *control light* to augment lighting conditions in order to facilitate this. In melee, the creature attacks with its slashing claws and poisonous bite. It prefers to grapple its targets and then sting them to death.

Improved Grab (Ex): To use this ability, a crystal spider must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw damage each round it remains in the grapple. A crystal spider gains a +4 bonus on attack rolls with its bite against grappled opponents, canceling the usual -4 penalty for attacking a grappled opponent.

Poison (Ex): Injury; Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution damage. The save DC is Constitution-based.

Psi-Like Abilities: 3/day—*control light*. Manifestor level 6th

Ray (Su): In areas of bright light (such as sunlight or the radius of a *daylight* spell), a crystal spider may fire a ray of light at a single creature as a full-round action. If the ray hits, it deals 3d6 points of fire damage, and the target must make a Reflex save (DC 13) or be permanently blinded. The save DC is Charisma-based.

Web (Ex): Crystal spiders weave razor-sharp webs of crystal, typically spanning 20 square feet. Each 5-foot section has 12 hit points, and sheet webs have damage

reduction 5/—. A crystal spider can move across its own web at its climb speed.

Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it, suffering 2d6 points of damage and becoming entangled. A creature that makes a Reflex save (DC 17) takes half damage and is not entangled. An entangled creature can escape the web but takes another 1d6 points of damage unless it makes a successful Escape Artist check (DC 17). The save and check DCs are Constitution-based.

Skills: A crystal spider has a +4 racial bonus on Hide checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Spider, Dark

Rearing itself up before you is an enormous spider the size of a man with disgusting, oily black skin, mottled with lurid red and purple streaks. Its features are almost humanoid and it regards you with a menacing leer.

Dark spiders are an intelligent species of subterranean arachnid that lives in highly organized tribal units. Divided among warriors, psions, defilers and queens, they have no natural enemies but often create enemies through their predatory behavior when nesting young.

Dark spiders stand six feet in height and weigh 120 pounds, although their queens reach twice that size when mature. The more intelligent among them are able to master humanoid tongues, and some have been known to trade silk to merchant houses in return for warm-blooded slaves.

Combat

Dark spiders prefer to either strike from ambush using their webbing or attack with greater numbers and overwhelm their foes. Warbands of warrior spiders are often led by individual defilers or psions, who use their powers to bolster the melee attacks of the warriors.

In melee, dark spiders strike with two claws and a poisonous bite. The venom of the queen is particularly potent and is easily capable of killing an adult human. The poison of the other dark spiders is still dangerous but less routinely fatal than that of the queens.

Web (Ex): Dark spiders often wait in their webs, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one other Medium creature. Dark spiders can throw a web eight times per day; this is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of size Large or smaller. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Dark spiders often create sheets of sticky webbing approximately 20 to 30 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web

	Dark Spider Defiler Medium Aberration	Dark Spider Queen Large Aberration (Psionic)
Hit Dice:	6d8 (27 hp)	12d8+36 (90 hp)
Initiative:	+3	+3
Speed:	30 ft. (6 squares), climb 20 ft.	40 ft. (8 squares), climb 30 ft.
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+4	+9/+16
Attack:	Claw +7 melee (1d4)	Claw +11 melee (1d6+3)
Full Attack:	2 claws +7 melee (1d4) and bite +2 melee (1d4 plus poison)	2 claws +11 melee (1d6+3) and bite +6 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison, spells, web	Poison, psionic powers, spells, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.	Darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +2, Ref +5, Will +8	Fort +7, Ref +7, Will +11
Abilities:	Str 10, Dex 16, Con 10, Int 16, Wis 16, Cha 12	Str 16, Dex 16, Con 17, Int 16, Wis 16, Cha 16
Skills:	Climb +16, Concentration +9, Hide +13*, Knowledge (arcana) +11, Move Silently +3*, Search +10, Spot +10, Survival +10 (+12 following tracks)	Climb +18, Concentration +15, Diplomacy +10, Hide +17*, Knowledge (arcana) +16, Move Silently +3*, Search +13, Spot +13, Survival +13 (+15 following tracks)
Feats:	Greater Spell Focus (conjuration), Path Sinister, Spell Focus (conjuration), Weapon Finesse(B)	Empower Power, Expanded Knowledge x2 (<i>claws of the vampire, expansion</i>)(B), Greater Spell Focus (conjuration), Path Sinister, Spell Focus (conjuration), Stand Still
Environment	Underground	Underground
Organization:	Solitary, pair, or tribe (3-20)	Solitary, pair, or tribe (3-20)
Challenge Rating:	6	9
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	7-12 HD (Large)	13-24 HD (Huge)
Level Adjustment:	—	—

attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A dark spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider	Escape Artist DC	Break DC	Hit Points
Warrior	15	19	6
Psion	13	17	6
Defiler	14	18	6
Queen	19	23	12

Tremorsense (Ex): A dark spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Dark spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A dark spider can always choose to take 10 on Climb checks, even if rushed or threatened. Dark spiders use their Dexterity modifier for Climb checks. *Dark spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Defiler

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Con, secondary damage none. The save DC is Constitution-based.

Spells: A defiler dark spider casts spells as a 6th-level wizard (defiler). The save DCs are Intelligence-based.

Typical Wizard Spells Prepared (4/4/4/3; save DC 13 + spell level): 0—*acid splash**, *arcane mark*, *message*, *touch of fatigue** (DC 13); 1st—*chill touch** (DC 14), *color spray* (DC 14), *grease** (DC 16), *sleep* (DC 14); 2nd—*fox's cunning*, *Melf's acid arrow**, *scare** (DC 15), *shatter* (DC 15); 3rd—*dispel magic*, *stinking cloud** (DC 18), *vampiric touch** (DC 16).

*Path Sinister: A defiler dark spider casts these spells at +1 caster level.

Psion

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Con, secondary damage none. The save DC is Constitution-based.

Psionic Powers: A psion dark spider manifests powers as a psion (telepath) of 6th level. The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 41, save DC 12 + power level): 1st—*entangling ectoplasm*, *know direction and location*, *mindlink*, *mind thrust* (DC 13), *synesthete*; 2nd—*cloud mind* (DC 14), *ego whip* (DC 14), *inflict pain* (DC 14), *thought shield*; 3rd—*danger sense*, *false sensory input* (DC 15), *mental barrier*, *psionic blast* (DC 15).

Queen

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Con, secondary damage 2d6 Con. The save DC is Constitution-based.

Psionic Powers: A psion dark spider manifests powers as a psion (telepath) of 6th level. The save DCs are Intelligence-based.

	Dark Spider Warrior Medium Aberration	Dark Spider Psion Medium Aberration (Psionic)
Hit Dice:	6d8+12 (39 hp)	6d8+6 (33 hp)
Initiative:	+7	+3
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	19 (+3 Dex, +6 natural), touch 13, flat-footed 16	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+4/+6	+4/+4
Attack:	Claw +7 melee (1d6+2)	Claw +7 melee (1d4)
Full Attack:	2 claws +7 melee (1d6+2) and bite +5 melee (1d4+1 plus poison)	2 claws +7 melee (1d4) and bite +2 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison, web	Poison, psionic powers, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.	Darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +4, Ref +5, Will +5	Fort +3, Ref +5, Will +9
Abilities:	Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 8	Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 11
Skills:	Climb +16, Hide +12*, Move Silently +7*, Search +6, Spot +5, Survival +7 (+9 following tracks)	Climb +16, Concentration +10, Hide +12*, Move Silently +3*, Search +9, Spot +9, Survival +9 (+11 following tracks)
Feats:	Improved Initiative, Improved Natural Attack (claw), Multiattack, Weapon Finesse(B)	Empower Power, Extend Power, Iron Will, Weapon Finesse(B)
Environment	Underground	Underground
Organization:	Solitary, pair, or tribe (3-20)	Solitary, pair, or tribe (3-20)
Challenge Rating:	4	6
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	7-12 HD (Large)	7-12 HD (Large)
Level Adjustment:	—	—

Typical Psion Powers Known (power points 41, save DC 13 + power level): 1st—*entangling ectoplasm*, *know direction and location*, *mindlink*, *mind thrust* (DC 14), *synesthete*; 2nd—*cloud mind* (DC 15), *ego whip* (DC 15), *inflict pain* (DC 15), *thought shield*; 3rd—*danger sense*, *false sensory input* (DC 16), *mental barrier*, *psionic blast* (DC 16).

Spells: A queen dark spider casts spells as a 6th-level wizard (defiler). The save DCs are Intelligence-based.

Typical Wizard Spells Prepared (4/4/4/3; save DC 13 + spell level): 0—*acid splash**, *arcane mark*, *message*, *touch of fatigue** (DC 13); 1st—*chill touch** (DC 14), *color spray* (DC 14), *grease** (DC 16), *sleep* (DC 14); 2nd—*fox's cunning*, *Melf's acid arrow**, *scare** (DC 15), *shatter* (DC 15); 3rd—*dispel magic*, *stinking cloud** (DC 18), *vampiric touch** (DC 16).

*Path Sinister: A queen dark spider casts these spells at +1 caster level.

Warrior

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Con, secondary damage none. The save DC is Constitution-based.

Dark Spider Society

Beneath the tyrannical rule of its queens, dark spider society is divided into three tiers, with the warriors being the lowest and most common form of the species. One in five warriors is born with a mutation that slightly hampers the creature's physical development, but gives rise to a smattering of psionic abilities as a consequence. These psionic dark spiders are viewed with curiosity and some respect by their fellows, but are still not afforded the same status as are the defilers.

The defiler caste of dark spider possesses formidable casting abilities and occupies an elite position in dark

spider society. Furthermore, one in five defiler spiders also possesses psionic powers. They have access to the same powers listed above for psion spiders, but are CR 8 as a result.

Atop dark spider society sit the queens. Each tribe has its own queen, and each queen boasts the powers of a full defiler and psionic spider as well as **Strength** in excess of that of the mightiest warriors. The queens lay their young in web sacs at the heart of their nests, where they are defended by elite bands of warriors and defiler/psions. Dark spider poison is greatly prized by assassins, and the wily creatures are not above trading their venom for warm meat for their young.

Spinewyrm

Huge Magical Beast (Psionic)

Hit Dice: 8d10+48 (92 hp)

Initiative: +1

Speed: 30 ft. (6 squares), fly 40 ft. (average)

Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18

Base Attack/Grapple: +8/+23

Attack: Bite +13 melee (2d6+10)

Full Attack: Bite +13 melee (2d6+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 2d6+10, improved grab, psi-like abilities, spines, swallow whole

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

Saves: Fort +12, Ref +7, Will +3

Abilities: Str 25, Dex 12, Con 23, Int 5, Wis 13, Cha 11

Skills: Hide +13*, Listen +3, Move Silently +5, Spot +4

Feats: Alertness, Flyby Attack, Power Attack

Environment: Deserts

Organization: Solitary

Challenge Rating: 5

Treasure: Double standard

Squark

Alignment: Always neutral
Advancement: 9-16 (Gargantuan)
Level Adjustment: —

An immense, spiny serpent with chitinous plates and a broad, flat head twists and coils through the air, hissing in hungry anticipation.

A relative of the silk wyrm, the spinewyrm is a psionic predator that hunts the unwary of the Tablelands. It uses its mastery of the Way to ambush its prey, crushing them to death or devouring them whole on the spot.

Spinewyrms are solitary, lairing in some secluded mountain peak, emerging to hunt and feed, and usually returning with a meal to devour at leisure. An adult spinewyrm is over 30 feet long.

Combat

The spinewyrm hunts at dusk or by night, flying above the Tablelands and swooping down on its targets under the cloak of its psionics. If the prey is small enough, the spinewyrm will attempt to swallow it whole by disconnecting its lower jaw and engulfing its target. Larger or more troublesome foes are grappled and crushed to death.

Constrict (Ex): On a successful grapple check, a spinewyrm deals **2d6+10** points of damage.

Improved Grab (Ex): To use this ability, a spinewyrm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Psi-Like Abilities: At will—*chameleon*, *ectoplasmic form*, *greater concealing amorphia*, *shadow body* (ML 15th). Manifesters level 8th.

Spines (Ex): When a spinewyrm loses three-fourths of its hit points, it fires the spines from its back as a standard action. The spray covers a 60-foot cone and deals 3d6 points of damage (Reflex half DC 21). A spinewyrm must wait six weeks for its spines to grow back before it can fire them again. The save DC is Constitution-based.

Swallow Whole (Ex): A spinewyrm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+10 points of crushing damage plus 6 points of acid damage per round from the spinewyrm's gullet. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gullet (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge spinewyrm's interior can hold 1 Large, 2 Medium, 4 Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Skills (Ex): Spinewyrms receive a +4 racial bonus on all **Hide** and **Move Silently** checks. A spinewyrm's *chameleon* power gives it a +10 enhancement bonus on **Hide** checks. *When in areas of shadow, it gains a +15 bonus from its *shadow body* power.

Colossal Aberration (Aquatic, Psionic)

Hit Dice: 32d8+352 (496 hp)

Initiative: +6

Speed: Swim 80 ft. (16 squares)

Armor Class: 19 (-8 size, +2 Dex, +15 natural), touch 4, flat-footed 17

Base Attack/Grapple: +24/+63*

Attack: Tentacle +32 melee (4d6+15)

Full Attack: 2 tentacles +32 melee (4d6+15) and 8 arms +30 melee (3d6+7) and bite +30 melee (4d6+7)

Space/Reach: 30 ft./20 ft. (60 ft. with tentacles)

Special Attacks: Constrict 4d6+15, improved grab, psi-like abilities

Special Qualities: Blindsight 60 ft., darkvision 60 ft., DR 15/metal, ink cloud, jet, keen scent, low-light vision

Saves: Fort +21, Ref +12, Will +22

Abilities: Str 40, Dex 14, Con 33, Int 15, Wis 14, Cha 14

Skills: Concentration +29, Knowledge (history) +26, Listen +20, Psicraft +23, Sense Motive +21, Spot +13, Survival +21, Swim +33

Feats: Diehard, Endurance, Improved Initiative, Improved Natural Attack (arm), Improved Natural Attack (tentacle), Iron Will, Multiattack, Power Attack, Weapon Focus (arm), Weapon Focus (bite), Weapon Focus (tentacle)

Environment: Aquatic (The Last Sea)

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Alignment: Neutral evil

Advancement: —

Level Adjustment: —

This crimson horror from the deep is a cross between a giant squid and a monstrous shark. A great, fang-filled snout with dark, roving eyes plows through the water, while a thrashing mass of tentacles emerges from the beast's rump, writhing in hungry anticipation.

The squark is a millennia old monstrosity from Athas' past. None know whence it originally came or how old it truly is, but is apparently wandered into the waters of what would become Athas' Last Sea some time before the Mindlords sealed that place off from the rest of the world. The creature's age, therefore, must be reckoned, at the very least, to be nearing ten thousand years.

Its body is that of a monstrous shark, with a great cluster of ten tentacles where the shark's rear fins and tail would be. Its jaws are filled with jagged teeth, and two of its tentacles, which are larger than the rest, are lined with wicked barbs.

The squark has no natural enemies (except, perhaps, the Mindlords), but it thankfully needs very little food to survive. Extremely intelligent, it prefers instead to roam the deeps of the Last Sea, pondering eon-old mysteries or slumbering in its subterranean lair, buried in the bedrock beneath the ocean floor.

The squark's body is just over 20 feet long, but its tentacles stretch out a further 60 feet. It weighs 200 tons. The creature is a bloody crimson from tentacle tip to snout, save for its pinkish suckers and black eyes.

Combat

The squark generally only attacks those who wander into its territories at the heart of the Last Sea, but it has also been known to make sporadic assaults on Nesthaven and other settlements along the shores. It prefers to strike unseen, using its psionics to wreak havoc with its foes and then striking hard and fast with its tentacles. Those foes that are not subdued by its crushing grasp are transferred to its jaws and shredded. Against vessels of size Gargantuan or smaller, the squark can attempt to grapple the entire ship, crushing it and dragging it beneath the waves.

An opponent can attack the squark's tentacles with a sunder attempt as if they were weapons. The squark's tentacles have 20 hit points each. Severing one of the squark's tentacles deals 10 points of damage to the creature. The squark usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

When sorely threatened, the squark will flee to the sea bed, over a mile beneath the surface, covering its tracks with jets of ink. If still under threat, it will use its psionics to access its cavernous lair, flooded and buried in Marnita's bedrock.

Blindsight (Ex): The squark can pinpoint creatures underwater within a 60-foot radius. This ability works only when the squark is underwater. Opponents the squark can't actually see still have total concealment against the squark.

Constrict (Ex): On a successful grapple check, a squark deals 4d6+15 points of damage.

Improved Grab (Ex): To use this ability, the squark must hit an opponent of no size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A squark has a +8 racial bonus on grapple checks.

Ink Cloud (Ex): The squark can emit a cloud of jet-black ink 60 feet high by 60 feet wide by 80 feet long once per minute as a free action. The cloud provides total concealment, which the squark normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): The squark can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Keen Scent (Ex): The squark can notice creatures by scent in a 360-foot radius and detect blood in the water at ranges of up to 5 miles.

Psi-Like Abilities: 3/day—*body adjustment* (heal 5d12*), *concussion blast* (four targets, 5d6*), *ego whip* (4d4 Cha, DC 20*), *empty mind* (+10 on Will saves*), mental barrier (2 rounds, +7 deflection*), *mindlink* (thirteen unwilling targets, DC 13*), *mind probe* (DC 17), *mind thrust* (18d10, DC 21*), *power resistance*, *psionic dominate* (four targets, any type, DC 21*), *psionic etherealness*, *psionic sequester* (DC 19), *psychic crush* (4d6, DC 17*), *suspend life*, *tower of iron will* (10 rounds, power resistance 28*), *true metabolism*, *ubiquitous vision*, *ultrablast* (18d6, DC 19*). Manifest level 18th. The save DCs are Charisma-based.

*Includes augmentation for the squark's manifest level.

Skills: The squark has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Squark Society

Although it could quite easily take control of the Last Sea, the squark knows that this would only earn the ire of the Mindlords and spell its doom. The Mindlords approached the squark millennia ago and promised it its freedom, if it would respect their rule and the lives of their citizens. For the most part, the bargain still holds.

The dwellers of the lands of the Last Sea know of the squark, but it occupies a semi-legendary status in their world view. Few have seen the beast and lived, and sailors upon the Last Sea have learned to avoid the deepest reaches in the heart of the Sea, for the squark claims these as its own and is not above claiming the persistent offender – and his vessel – for its own. Amongst the lizardfolk of the Last Sea, it is considered a rite of passage to seek the squark and touch it on its nose. Needless to say, more than one aspiring lizardfolk hero has not returned from such a venture.

Ssurran

Medium Monstrous Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 12 (+3 natural armor, -1 Dex), touch 9, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Claw +5 melee (1d4+2)

Full Attack: 2 claws +5 melee (1d4+2) and bite +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Heat tolerance

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

Abilities: Str 15, Dex 9, Con 13, Int 10, Wis 11, Cha 9

Skills: Appraise +5, Craft (any) +4, Handle Animal +4, Profession (trader) +5, Survival +10

Feats: Multiattack, Power Attack

Environment: Stony barrens (Lava Gorge)

Organization: Solitary, pair, band (3-10), or tribe (10-80)

Challenge Rating: 1

Treasure: Standard

Alignment: Often chaotic or neutral (any)

Advancement: By character class

Level Adjustment: +1

You see a heavy-set reptilian humanoid with a pronounced, toothy snout and thick tail. Its hide is armored, its claws sharp and its gaze steady. The creature is wearing a motley assortment of clothing and kit from all across the Tablelands.

Ssurrans are a race of reptilian humanoids that roam the Tablelands, trading, raiding and hunting that which does not hunt them. Standing up to 6 feet tall, they are a hardy species that have adapted to deal with Athas' unforgiving climate. In the region of the Scorched Plateau, their natural resistance to extremes of heat has allowed them to stake their claim over the immediate environs of Lava Gorge, where the majority of other races simply cannot venture. Ruled over by their priests, ssurrans hold ancient beliefs in strange gods and have a reputation for barbarism that is perhaps a little undeserved.

Ssurrans range from 4 to 6 feet in height, weighing anything from 180 to 225 pounds. They are reptilian, even crocodilian in appearance, with pronounced toothy snouts, scales and a long tail. A ssurran's mouth seems perpetually curved in a slight, sly smile. The ssurran tail is not prehensile and is used for balance, posture and communication.

Combat

When it comes to battle, ssurrans are vicious, disorganized and somewhat cowardly. They prefer to maneuver their opponents into positions of disadvantage and will strike from ambush whenever possible. Ssurrans would rather attack with superior numbers and have been known to flee from battles that they might have won simply because they have believed themselves to be outnumbered. For the ssurrans, the ideal battle is one where you and a large amount of your fellows strike from ambush, surprise the foe and over-run him with sheer numbers. Victorious ssurrans have been known to strip the corpses of the fallen, scarring or otherwise marking the dead as food, for later consumption.

Ssurrans strike with dreadfully sharp claws and a savage, snapping bite. Those of a more civilized bent arm themselves with whatever weapons they can find and deal solid, brutal blows with these. Impalers, macahuil and spears are all popular arms with the ssurrans.

Heat Tolerance (Ex): A ssurran's scales regulate its body's temperature in the sun. Ssurrans suffer no ill effects from hot temperatures under the sun, though fire affects them normally.

Skills (Ex): Ssurrans receive a +8 racial bonus to all Survival checks and a +4 racial bonus to all Appraise and Profession (trader) checks.

Ssurran Society

The ssurrans are tribal in nature, roaming in groups of related families. At times these groups can dwindle in size, particularly after a lean spell, but tribes have also been known to band together for common purpose, forming vast hordes that last for as long as need – or firm leadership – binds them. The harsh conditions of life on Athas have driven many ssurrans to live the lives of raiders, taking by force what they cannot gain by other means. The more fortunate and enterprising tribes have turned to trade as a way of life, forging more productive relationships with the other peoples of their region. Whatever their major pastime, all ssurran tribes are natural scavengers and hunter-gatherers. A typical ssurran is laden down under patchwork armor, assorted bric-a-brac and battered trade goods, and armed with a bizarre assortment of weaponry from across the Tablelands. Ssurrans are hunted for their young by some. Ssurrans raised from the egg can be trained as guards, scouts, and gladiators, and are valued in the city-states of the south. Ssurrans are strict carnivores, and some of their kind are reported to enjoy the flavor of halfling flesh over others (apparently they find it soft and sweet, but with a piquant after-taste...).

Ssurrans as Characters

The civilized ssurran's favored class is cleric. They tend either to follow fire, sun or magma, seeing themselves as blessed by these elements. The more primitive among their kind follow tribal gods that are in reality Spirits of the Lands from across the face of Athas. Although they

would never use the word, the druid is the favored class for these more primitive ssurran.

- +4 Str, -2 Dex, +2 Con, -2 Cha.
- Medium size. Ssurrans have neither benefits nor penalties due to size.
- Ssurran base speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: Ssurran characters start with three levels of monstrous humanoid, which gives them 3d8 Hit Dice, a base attack bonus of +3, and base save bonuses of Fort +1, Ref +3, Will +3.
- Racial Skills: A ssurran's monstrous humanoid Hit Dice give it (2 + Intelligence modifier) x6 skill points and their class skills are Appraise, Craft, Handle Animal, Profession, Ride and Survival.
- A ssurran's monstrous humanoid levels give it two feats.
- Weapon Proficiency: A ssurran is proficient with all simple and martial weapons.
- +3 natural armor bonus.
- Natural weapons: 2 claws (1d4), bite (1d4).
- Special Qualities: Heat tolerance.
- Automatic Languages: Common, Ssurran. Bonus Languages: Elven, Gith, Halfling, Pterran, Thri-Kreen, Yuan-Ti.
- Favored Class: Cleric or Druid.
- Level Adjustment +1.

Styr

Large Elemental (Earth)

Hit Dice: 14d8+56 (119 hp)

Initiative: +4

Speed: 10 ft. (2 squares)

Armor Class: 20 (-1 size, +11 natural), touch 9, flat-footed 20

Base Attack/Grapple: +10/+20

Attack: Slam +15 melee (2d10+9)

Full Attack: 4 slams +15 melee (2d10+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: All-around vision, damage reduction 15/metal and magic, darkvision 60 ft., elemental traits, spell resistance 17

Saves: Fort +13, Ref +4, Will +4

Abilities: Str 23, Dex 10, Con 18, Int 3, Wis 11, Cha 4

Skills: Hide +3, Listen +7, Search +0, Spot +11

Feats: Ability Focus (breath weapon), Alertness, Cleave, Improved Initiative, Power Attack

Environment/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 13

Alignment: Usually neutral

Advancement: 15-28 HD (Large); 29-42 HD (Huge)

Level Adjustment: —

This four faced, four-armed, four-legged stone statue starts moving towards you without warning, and with such terrible purpose that you feel sure that you have triggered its activity somehow.

Styrs are summoned creatures from the elemental plane of earth, resembling a four-faced statue with four arms and legs that make them almost impossible to surprise. Conjurers sometimes summon a styr to watch over treasure chambers, as they are tireless and relentless,

and need no food or sleep, making them very good guardians.

Combat

Styrs are powerful opponents in melee. They attack relentlessly and accurately with their strong stone fists. Should ordinary attacks prove to be ineffective, the styr will use its breath weapon instead.

All-Around Vision (Ex): Styrs are exceptionally alert and circumspect. Their four heads give them a +4 racial bonus on **Spot** and Search checks, and they can't be flanked.

Breath Weapon (Su): 30-foot cone, once every 1d4+1 rounds, damage 3d6 fire, Reflex DC 23 half. The save DC is Constitution-based.

T'Chowb

Small Monstrous Humanoid (Psionic)

Hit Dice: 4d8 (18 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +4/-2

Attack: Touch +9 melee (1 Intelligence drain)

Full Attack: Touch +9 melee (1 Intelligence drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Intelligence drain, psionics

Special Qualities: Darkvision 60 ft., intelligence transfer

Saves: Fort +1, Ref +7, Will +6

Abilities: Str 6, Dex 16, Con 11, Int 3*, Wis 14, Cha 13

Skills: Hide +8, Listen +4, Move Silently +5, Spot +7, Survival +3

Feats: Alertness, Improved Initiative, Weapon Finesse(B), Weapon Focus(B) (touch)

Environment: Any

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 5-8 HD (Small); 9-12 HD (Medium)

Level Adjustment: —

Before you stands a small humanoid no larger than a halfling, with leathery gray skin. It has beady red eyes and a purple ridge along its hairless, oversized skull.

The t'chowb is a deadly creature that delights in draining the intelligence from its victims. It ordinarily dresses in loose brown robes or leggings. T'chowbs are solitary creatures, deriving their only satisfaction from the sensations that come when they drain the intelligence of their prey. A sated t'chowb is a genius and uses its newfound intelligence in whatever manner best suits it.

T'chowbs do not possess their own language but instead use the languages of those upon whom they prey. T'chowbs can be found anywhere intelligent beings gather.

Combat

T'chowb never engage in open combat; they will always surprise an enemy or flee the confrontation. They prefer to find a lone wanderer and bring them into a shadowy area using their *attraction* power. Then they will touch the unfortunate victim and retreat into the shadows again —

this time to drain the victim's intelligence. They will also *ego whip* other psionic creatures until they are rendered immobile, and then they drain their intellect.

Intelligence Drain (Su): Creatures hit by a t'chowb's touch attack must succeed on a DC 13 **Fortitude** save or take 1 point of **Intelligence** drain each round the t'chowb remains within 30 feet. If the t'chowb suffers any damage, it ceases draining **Intelligence** until it can make a new touch attack. The save DC is **Charisma**-based.

Psi-Like Abilities: 3/day—*attraction* (DC 12), *burst*, *cloud mind* (DC 13), *distract* (DC 12), *ego whip* (DC 13), *mindlink*, *skate*, *thought shield*. Manifestor level 4th. The save DCs are **Charisma**-based.

Intelligence Transfer (Su): For each point of **Intelligence** drained from an opponent, a t'chowb's **Intelligence** increases by 1. A t'chowb loses extra points at a rate of one per day, to its minimum of 3.

Tarek

Tarek, 1st-Level Warrior

Medium Humanoid (Tarek)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 feet (6 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +1/+4

Attack: Heartpick +5 melee (1d8+4/x4) or slam +4 melee (1d4+3)

Full Attack: Heartpick +5 melee (1d8+4/x4) or slam +4 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -2

Abilities: Str 17, Dex 12, Con 15, Int 7, Wis 6, Cha 6

Skills: Climb +4, Intimidate +4, Jump +4

Feats: Teamwork(B), Weapon Focus (heartpick)

Environment: Any

Organization: Solitary, pair, squad (2-12), or clan (20-60)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

This muscle-bound humanoid has a square, big-boned head, massive brow-ridges and a domed muzzle full of sharp teeth. Big, hairless and smelly, it also has long, powerful arms that drag along the ground while it walks.

Tareks are muscle-bound brutes that are known for their great constitution and will to live. They look dull-witted, with their squared heads with sloping foreheads, and are about as smart as the average half giant. Their features lend them a fearsome presence that has earned them a well-deserved reputation as dangerous foes. Tareks have a distinct musky odor that can be detected from as far away as 30 ft.

Xenophobic, hateful and hostile, tareks frequently find themselves in conflict with the other races of the Tablelands. A tarek is so fierce in its love of life that it can continue to fight when lesser races would have succumbed to their wounds.

Tareks speak Common and Tarek.

Combat

Tareks move with jerky, awkward strides, except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance – unless the viewer happens to be on the receiving end of the deadly spectacle.

While tareks will use weapons, they shun armor of any sort, instead relying on their tough hides and natural combat agility to protect them.

Ferocity (Ex): A tarek is such a tenacious combatant that it continues to fight without penalty when disabled or dying.

Skills: A Tarek has a +4 racial bonus on Intimidate checks. *When interacting with creatures within 30 ft., a tarek's musk odor gives him a –2 penalty on [Diplomacy](#), [Disguise](#), [Gather Information](#) and [Perform](#) checks, and a –4 penalty on [Hide](#) checks.

Feats: All tareks treat the handfork and the heartpick as martial weapons.

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

Challenge Rating: Tareks with levels in NPC classes have a CR equal to their class level. Tareks with levels in PC classes have a CR equal to their class level +1.

Tareks as Characters

Tarek characters possess the following racial traits.

- **Str** +4, **Con** +4, **Int** -2, **Wis** -4, **Cha** -2
- Medium: As Medium creatures, Tareks have no special bonuses or penalties due to their size.
- Tarek base speed is 30.
- Darkvision: Tareks can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tareks can function just fine with no light at all.
- Racial Weapon Familiarity: All tareks treat the handfork and the heartpick as martial weapons.
- Bonus Feat: Tareks receive the Teamwork feat for free.
- Ferocity: A tarek is such a tenacious combatant that it continues to fight without penalty when disabled or dying (see the Injury and Death section in the *Player's Handbook*).
- +3 natural armor bonus
- +4 racial bonus on all Intimidate checks.
- –2 penalty on [Diplomacy](#), [Disguise](#), [Gather Information](#) and [Perform](#) and a –4 penalty on [Hide](#) checks, due to the tarek's musk odor. The musk odor has a radius of 30 ft. and the penalties do not apply outside this area.
- Natural Weapons: Slam (1d4)
- Favored Class: Fighter.
- Automatic Languages: Common, Tarek. Bonus Languages: none.
- Level Adjustment: +2

Tarek Society

Tareks are children of the earth and have been known to wage great wars against the gith, with whom they compete for territory and whom they see as defiling the earth by their very presence. They also hate elves because of their association with magic and its effect upon the earth they hold so sacred.

Tarek communities often support themselves by raiding, and visitors are not welcome. Unless a group of visitors includes an obvious elemental earth cleric, the tareks will attempt to drive them away. In rare instances, members of a community will be sent out to trade with a merchant caravan, but few traders will blindly conduct business with these representatives. More often than not, such representatives are a decoy for an unseen raiding party.

Tareks place great value in honor and physical prowess. For a tarek, [Strength](#) is a fundamental issue. The raw, competitive nature of their lives means that a tarek must be aware of his position in the tribe at any given time – and this position is determined through physical contest. When joining a group, it is quite normal to expect the uneducated tarek to use physical force to determine his place in things. The more cosmopolitan among the species have learned that other races sometimes take offence at this behavior.

The tarek language is much like that of the dwarves – harsh and guttural, and very fearsome in tone. Non-tarek speakers have been known to suffer from throat pains after half an hour of speaking the tongue. Tareks are fiercely protective of their language and proud of the [Strength](#) needed to speak it. Tareks will teach their language to other races, but the pupil normally has to undergo the regular tarek method of assessment first in order to determine his worth (i.e.: a beating).

Tari

Tari, 1st-Level Warrior

Small Humanoid (Tari)

Hit Dice: 1d8 (4 hp)

Initiative: +3

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

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

Base Attack/Grapple: +1/-4

Attack: Bone short sword +3 melee (1d4-2/19-20) or bite +4 melee (1d3-1 plus disease)

Full Attack: Bone short sword +3 melee (1d4-2/19-20) and bite -1 melee (1d3-1 plus disease)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Disease

Special Qualities: Darkvision 60 ft., immunities, light sensitivity, save bonuses

Saves: Fort +2*, Ref +4, Will +0

Abilities: Str 9, Dex 16, Con 11, Int 10, Wis 11, Cha 6

Skills: Climb +2, Jump -4, Listen +3, Search +2, Spot +3

Feats: Weapon Finesse

Environment: Any

Organization: Solitary, band (4-24) or clan (10-60)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

What you at first mistook for some monstrous breed of rat now rears up on its hind legs and chitters at you in indignation. Clad in a ragged assortment of tattered clothing, the creature has matted fur, needlelike teeth and a long coiling tail.

The tari are commonly referred to as ratmen by the other denizens of the Tyr region. They are small, furry

humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Hunted freely as pests, the tari are the barbaric descendants of a once thriving culture who inhabited lands to the south of the Tyr region.

The tari are unimpressive creatures, roughly 4 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 2 feet long, used mainly for balance, and just strong enough to wrap around a branch and hang from it. Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of color for decoration. Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers.

Tari mouths are filled with needlelike teeth, and to either side they have long black hairs that add to their overall ratlike appearance. Tari seldom wear much clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and, the former are usually highly decorated with dyes, beads, and ceremonial garb.

Tari have a high-pitched, squeaky language of their own. They can send and receive some signals that are beyond the human ear's ability to hear. Tari can learn other languages, often Common and Elven, though the sounds of humanoid speech are difficult for them to make with their mouths.

Combat

Tari are not natural fighters and prefer to avoid conflict when it comes looking for them. Hunted as vermin, tari are despised by most of the other races of the Tablelands and have learned to live accordingly. When cornered, however, a tari will respond with a vicious bite. The tari mouth produces a natural venom, so that anyone bitten by a tari runs the risk of contracting a nasty disease.

Disease (Su): Supernatural disease—bite, **Fortitude DC 10**, incubation period **1d3** days; damage **1d3 Con**. The **save DC** is **Constitution**-based. Unlike normal diseases, tari fever continues until the victim reaches **Constitution 0** (and dies) or is cured with a **remove disease** spell.

Immunities (Ex): Tari are immune to nonmagical diseases as well as their own disease. *Tari also have a +4 racial bonus on saves vs. poison.

Light Sensitivity (Ex): Tari are dazzled in bright sunlight or within the radius of a **daylight** spell.

Save Bonuses (Ex): Tari receive a +1 **racial bonus** on all **Reflex saving throws** and a +4 **racial bonus** to all **saving throws** against poison.

Skills: Tari receive a +2 **racial bonus** on all **Listen**, **Search**, and **Spot** checks. A tari who merely passes within 5 feet of a secret or concealed door is entitled to a **Search** check to notice it as is she were actively looking for the door.

Tari Society

The tari race once boasted a thriving culture far to the south of the Tyr region. Ythri, their legendary capital city, is now a ruin lost among the crags. Their education and knowledge was much greater than it is today, and their technology allowed them to build stone and concrete structures. What happened to their civilization is a mystery; the tari of the Tablelands have no written history. All that remains is a collection of exaggerated

myths and legends describing wondrous works. Now the tari live wherever they can – in the underbellies of the cities, the back lots of the villages and the lost and hidden canyons in the deepest heart of the wild.

The lives and attitudes of the urban and wilderness tari are quite different. Both kinds travel in packs, but their approaches to matters of survival are quite disparate. Urban tari live like scavengers, taking whatever they can get hands on and stealing what they cannot easily get. They often approach life in a similar fashion, forming strong attachments that are easily discarded.

The tari of the wilderness, however, are nomads who scout for miles in all directions, seeking for the best lands and competing fiercely with the other races of the Tablelands to claim them. In daily life they tend to be harsh and competitive, but given to long-lasting bonds over time.

Other than the individual differences between urban and wilderness tari, the rat folk tend to avoid the other races of the Tablelands as much as possible, wherever necessary. This isolationist behavior is for a very simple reason. Tari are generally despised as vermin by the other races of the Tablelands and are hunted where they are found in the larger cities. It is not a child's work, but a warrior can earn a good living hunting tari, as they fetch about 8 Cp per head. Tari are also hunted for their venom glands.

Tari as Characters

Tari characters possess the following racial traits.

- **Strength -4, Dexterity +4, Wisdom +2, Charisma -2**
- **Small:** As Small creatures, tari receive a +1 to hit and **AC**, and a +4 bonus to all **Hide** checks and a -4 penalty to all **grapple** checks.
- Tari base land speed is 20 feet. They have a burrow speed of 10 feet.
- **Darkvision:** Tari can see in the dark up to 120 feet. **Darkvision** is black and white only, but is otherwise like normal sight, and tari can function just fine with no light at all.
- **Natural Weapons:** Bite (1d3).
- **Tari Fever (Su):** Supernatural disease—bite, **Fortitude DC 8**, incubation period **1d3** days; damage **1d3 Con**. The **save DC** is **Charisma**-based. Unlike normal diseases, tari fever continues until the victim reaches **Constitution 0** (and dies) or is cured with a **remove disease** spell.
- **Light Sensitivity (Ex):** Tari are dazzled in bright sunlight or within the radius of a **daylight** spell.
- Immunity to all non-magical and non-psionic diseases.
- +1 **racial bonus** to all **Reflex saving throws**.
- +4 **racial bonus** to all **saves** vs. poison.
- +2 **racial bonus** on **Listen**, **Search**, and **Spot** checks. A tari who merely passes within 5 feet of a secret or concealed door is entitled to a **Search** check to notice it as is she were actively looking for the door.
- **Automatic Languages:** Tari and Common. Bonus languages: Elven.
- **Favored Class:** Rogue.
- **Level Adjustment:** +1.

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

Tembo

Medium Magical Beast (Psionic)

Hit Dice: 4d10+12 (34 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d4+3)

Full Attack: 2 claws +7 melee (1d4+3) and bite +5 melee (1d6+1 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, improved grab, psi-like abilities, pounce, rake 1d4+1

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

Saves: Fort +7, Ref +8, Will +2

Abilities: Str 16, Dex 18, Con 16, Int 13, Wis 12, Cha 12

Skills: Climb +4, Hide +8, Listen +5, Move Silently +11, Spot +6

Feats: Deflect Arrows(B), Dodge, Multiattack

Environment: Deserts and mountains

Organization: Solitary, pack (2-8)

Challenge Rating: 5

Treasure: No coins, 50% goods, no items

Alignment: Always chaotic evil

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: —

This creature resembles a large, hairless canine. Its four-foot-long body is covered in loose folds of light brown, scaly hide. All four legs end in razor-sharp claws, and large canines protrude from its upper jaw.

The tembo is a savage predator that will eat anything, but it prefers the children of sentient races. Tembos base themselves in a lair or den and hunt in packs throughout the surrounding wilderness. They have also been known to inhabit the ruins that lie beneath many of the large cities of the Tablelands.

In addition to their physical speed and Strength, tembos also boast psionic powers and the ability to drain the life energy of their victims. Few are those souls that can brave and endure a den of tembos.

Combat

Each tembo pack has its own tactics. Some prefer to wait until a group camps for the night and then sneak in to drag one victim away at a time. Other packs prefer hit and run tactics, slowly wearing their prey down until they can no longer resist. Still others enjoy direct attacks, attempting to overrun their enemies.

Energy Drain (Su): Living creatures hit by the tembo's bite attack receive one negative level. The Fortitude save to remove a negative level has a DC of 13. The save DC is Charisma-based.

Evasion (Ex): If a tembo makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Grab (Ex): To use this ability, a tembo must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tembo charges, it can make a full attack, including two rake attacks.

Psi-Like Abilities: 3/day—*chameleon*, *painful strike*, *ubiquitous vision*; 1/day—*concussion blast* (three targets*), *ectoplasmic form*, *greater concealing amorphia*, *immovability*. Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the tembo's manifest level.

Rake (Ex): Attack bonus +5 melee, damage 1d4+1.

Thrax

Victims of an ancient curse, thrax are wretched creatures that can only survive by draining water from the bodies of others, leaving them desiccated corpses.

A thrax's appearance is very different than what it was before "the change." Its hair darkens and its skin takes on a ruddy tinge. Its facial features develop a gaunt, angular cast and its eyes become a deep blue. The most striking change is in its hands. Each of the thrax's fingers grows a circular "sucker" through which it drains water from its victims.

Sample Thrax

This gaunt creature stares at you with piercing blue eyes. It raises its hand, revealing a set of jet suckers on the tip of each finger.

This example uses a 7th level half-elven ranger as the base creature.

Thrax, 7th-Level Half-Elf Ranger

Medium Monstrous Humanoid (Psionic)

Hit Dice: 7d8+14 (45 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 24 (+6 Dex, +4 natural, +4 +1 studded leather), touch 16, flat-footed 18

Base Attack/Grapple: +7/16

Attack: +1 longsword +13 melee (1d8+8/19-20) or +1 mighty composite longbow [+4 Str bonus] +14 ranged (1d8+5/x3)

Full Attack: +1 longsword +13/+8 melee (1d8+8/19-20), or +1 longsword +11/+6 melee (1d8+6/19-20) and masterwork short sword +11/+6 melee (1d6+3/19-20), or +1 mighty composite longbow [+4 Str bonus] +14/+9 ranged (1d8+5/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combat style, create thrax, favored enemies (elves +2, humans +4), improved combat style, psi-like abilities, water drain

Special Qualities: Animal companion, darkvision 60 ft., half-elf traits, wild empathy, woodland stride

Saves: Fort +7, Ref +11, Will +3

Abilities: Str 20, Dex 22, Con 14, Int 10, Wis 13, Cha 10

Skills: Handle Animal +2, Hide +20, Jump +15, Listen +17, Move Silently +20, Search +1, Spot +17, Survival +13

Feats: Alertness, Cleave, Endurance, Improved Grapple, Improved Two-Weapon Fighting, Improved Unarmed Strike, Power Attack, Track, Two-Weapon Fighting

Environment: Deserts

Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +3

Combat

Thrax prefer to attack creatures traveling alone. They sneak up as close as possible before attacking. If their target is part of a group, they will try and isolate the creature with stealth and their psionic powers before attacking. Thrax prefer to attack with their water drain ability, only using their weapons if seriously threatened.

Create Thrax (Su): A humanoid that takes damage from a thrax's water drain ability must make a **Fortitude** save (DC 13) or slowly become a thrax. The creature suffers intense thirst and requires double its normal water intake, becoming a thrax after 1d4 weeks. A **remove curse** spell prevents transformation if cast before the end of this time.

Psi-Like Abilities: 3/day—*ego whip* (DC 12), *empty mind*, *energy adaptation*, *greater concealing amorphia*, *mind thrust* (DC 11), *painful strike*, *shadow body* (ML 15th), *thought shield*. Manifest level 7th. The save DCs are **Charisma**-based.

Water Drain (Su): A thrax can drain water from a living victim with its finger suckers by making a successful grapple check. If it pins the foe, it drains water, dealing 1d4 points of **Constitution** drain each round the pin is maintained unless the opponent makes a **Fortitude** save (DC 13) to negate the drain.

Possessions: +1 *longsword*, masterwork short sword, +1 *mighty composite longbow* [+4 *Str* bonus], +1 *studded leather armor*.

Creating a Thrax

"Thrax" is an acquired template that can be added to any humanoid (referred to hereafter as the base creature). A thrax uses all of the base creature's statistics and special abilities except as noted here. Do not recalculate the creature's base attack bonus, saves, or skill points.

Size and Type: The base creature's type changes to Monstrous Humanoid. Size is unchanged.

Hit Dice: The base creature's HD are unchanged.

Armor Class: Natural armor improves by +4.

Special Attacks: The thrax retains all the base creature's special attacks and gains those described below. Saves have a DC of 10 + 1/2 thrax's HD + thrax's Cha modifier unless noted otherwise.

Create Thrax (Su): A humanoid that takes damage from a thrax's water drain ability must make a **Fortitude** save or slowly become a thrax. The creature suffers intense thirst and requires double its normal water intake, becoming a thrax after 1d4 weeks. A **remove curse** spell prevents transformation if cast before the end of this time.

Psi-Like Abilities: 3/day—*ego whip*, *empty mind*, *energy adaptation*, *greater concealing amorphia*, *mind thrust*, *painful strike*, *shadow body* (ML 15th), *thought shield*. Manifest level is equal to the creature's HD. The save DCs are **Charisma**-based.

Water Drain (Su): A thrax can drain water from a living victim with its finger suckers by making a successful grapple check. If it pins the foe, it drains water, dealing

1d4 points of **Constitution** drain each round the pin is maintained unless the opponent makes a **Fortitude** save to negate the drain.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +4.

Skills: Thrax have a +4 racial bonus on **Hide**, **Listen**, **Move Silently**, and **Spot** checks. Otherwise same as the base creature.

Feats: Thrax gain **Alertness** and **Improved Unarmed Strike**, assuming the base creature doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary.

Treasure: Standard.

Challenge Rating: HD 3 or less, as base creature +4; HD 4 to 10, as base creature +3; HD 11 or more, as base creature +2.

Alignment: Always neutral evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Thrax Characters

Because the corpse of a thrax victim is so easily recognized, few thrax live in cities or villages. Instead, they haunt the wastelands, where many become rangers or druids.

Thri-Kreen

Medium Monstrous Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d4) or chatkcha +3 ranged (1d6)

Full Attack: 4 claws +1 melee (1d4) and bite -1 melee (1d4 plus poison); or chatkcha +3 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Thri-kreen traits

Saves: Fort +0, Ref +5, Will +4

Abilities: Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 6

Skills: Balance +4, Hide +4, Jump +30, Listen +3, Spot +3

Feats: Deflect Arrows(B), Multiattack

Environment: Any nonforest

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful (any)

Advancement: By character class

Level Adjustment: +1

This seven-foot-tall, insect-like humanoid has a sandy-yellow carapace, four arms ending in sharp claws, and a pair of powerful legs. Its head sprouts two antennae over a pair of compound eyes and snapping mandibles.

Thri-kreen roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters. Most are dominated by a pack mentality that keeps them in close-knit hunting bands.

Combat

Thri-Kreen Traits (Ex):

- +4 Dex, +2 Wis, -4 Cha. Thri-kreen are agile and fast, but their pack mindset leaves them lacking individuality.
- Medium size.
- A thri-kreen's base land speed is 40 ft.
- Space/Reach: 5 ft./5 ft.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A thri-kreen begins with 2 levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3 and Will +3.
- **Racial Skills:** A thri-kreen's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Balance, Climb, Hide, Jump, Listen and Spot.
- A thri-kreen's monstrous humanoid levels give it 1 feat.
- **Natural Armor:** Thri-kreen have a +3 natural armor bonus.
- **Natural Weapons:** A thri-kreen has four claw attacks, which are primary attacks that deal 1d4 points of damage, and a bite attack, which is a secondary attack that deals 1d4 points of damage.
- **Poison:** A thri-kreen can deliver a poisonous bite once per day (Fort save DC 11 + Con modifier). The initial and secondary damage is paralysis for 2d6 minutes.
- **Weapon Familiarity:** Thri-kreen treat the gythka and chatkcha as martial weapons instead of exotic weapons.
- **Immunity to Sleep:** Thri-kreen do not sleep and are immune to spells and effects that cause sleep.
- **Leap:** Thri-kreen have a +30 racial bonus on Jump checks.
- **Deflect Arrows:** Thri-kreen gain the Deflect Arrows feat as a bonus feat.
- **Favored Class:** Psychic Warrior.
- **Automatic Languages:** Thri-kreen. Bonus Languages: Common, Dwarven, Elven, Jozhal, Scrab, Tari, Tohr-kreen.
- **Level Adjustment** +1.

Thri-Kreen Society

The pack mentality dominates a thri-kreen's relation with others. Thri-kreen hunt in packs, preying upon a region for a time but moving on before their food has been depleted.

A thri-kreen that joins a group of humanoids will often try to establish dominance in the group. Thri-kreen view humanoids as sources of food, though usually hunt them only in dire need. Many thri-kreen have a fond taste for elves, and meetings between the races are often tense. Once it joins a group, however, a thri-kreen never turns on its humanoid friends.

To the west of the Tablelands lies the vastness of the Kreen Empire. While only two subspecies of kreen are known in the Tablelands (jeral and to'ksa), four more are known in the Empire (j'ez, j'hol, t'keech and t'ondi). Although variations between the species are largely cosmetic, the other subspecies may be treated as having different favored classes, with DM approval.

The philosophical j'ez treat psion as favored class, while it is fighter for the combat-loving j'hol. The uncommon t'keech favor cleric as a class and the mysterious, spined tondi favor druid. To'ksa of the Empire may be treated as having gladiator as favored class as they are aggressive and primitive.

Treant, Athasian

Huge Plant

Hit Dice: 15d8+75 (142 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20

Base Attack/Grapple: +11/+28

Attack: Slam +18 melee (2d8+9) or rock +8 ranged (2d8+9)

Full Attack: 2 slams +18 melee (2d8+9) or rock +8 ranged (2d8+9)

Space/Reach: 15 ft./15 ft.

Special Attacks: Rock throwing, spell-like abilities, trample 2d8+13

Special Qualities: Damage reduction 5/bludgeoning, low-light vision, plant traits, spell resistance 20, vulnerability to fire

Saves: Fort +14, Ref +4, Will +7

Abilities: Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

Skills: Concentration +9, Hide -9*, Intimidate +7, Knowledge (nature) +9, Listen +7, Move Silently +5, Sense Motive +7, Spot +7, Survival +10 (+12 aboveground)

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

Environment: Forests

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Usually neutral

Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

Level Adjustment: —

Were it not for the fact that it has uprooted itself and is now shambling towards you, grinding the earth beneath its feet, you would have mistaken the tree for any other normal plant of its kind.

Athasian treants are magical creatures, a mystic blending of the characteristics of a tree of life and a water spirit of the land. They are virtually immortal, and act as incarnate guardians of the wilderness for which they were created. Often they are dedicated to caring for groves of trees of life. Athasian treants are almost indistinguishable from trees. Their skin is bark, their arms are tree branches, and their facial features look like the knots on the trunk of the tree.

Combat

An Athasian treant's tough, bark-like skin gives it excellent defense against all attacks except fire. Unlike their standard counterparts, Athasian treants cannot animate other trees.

Rock Throwing (Ex): Athasian treants can hurl rocks of 60 to 80 pounds (Medium objects). The range increment is 120 feet.

Spell-Like Abilities: 1/day—control water, create food and water, curse of the choking sands (DC 14), greater scrying (DC 18), purify food and drink, quench (DC 14), summon monster VIII (greater water elemental only). Caster level 15th. The save DCs are Charisma-based.

Trample (Ex): Reflex DC 26 half. The save DC is Strength-based.

Skills: *Athasian treants have a +16 racial bonus on Hide checks made in forested areas.

Trin

Medium Monstrous Humanoid

Hit Dice: 5d8+5 (27 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +5/+7

Attack: Claw +8 melee (1d6+2)

Full Attack: 2 claws +8 melee (1d6+2) and bite +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, poison, pounce, rend 2d6+3

Special Qualities: Darkvision 60 ft., hive mind, immunity to sleep, power resistance 16

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

Abilities: Str 15, Dex 13, Con 12, Int 6, Wis 12, Cha 7

Skills: Hide +7*, Jump +40, Listen +5, Spot +5

Feats: Deflect Arrows (B), Improved Initiative, Weapon Focus (claw)

Environment: Deserts and silt

Organization: Solitary, pair, or clutch (3-12)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: +2

Strongly resembling a thri-kreen, but with two arms instead of four, this creature has a sandy-yellow exoskeleton with gray mottling, powerful claws and a long neck and antennae.

Trin, sometimes called thri-trin, resemble slightly smaller, two-armed thri-kreen and are closely related. They roam the desert in clutches, hunting anything, including thri-kreen and tohr-kreen.

Trin speak rudimentary thri-kreen but can communicate with one another through pheromones.

Combat

Trin either lie in wait for prey or run it down, chasing at incredible speed until the prey tires. Trin prefer to leap at their foes and grapple them, slashing with all four claws.

Hive Mind (Ex): Trin communicate with members of their clutch in part by using pheromones and can coordinate combat strategy without verbal communication. All trin within 100 ft. are in constant communication. If one in a group is not flat-footed, none of them are. No trin in a group is considered flanked unless all of them are.

Immunity to Sleep (Ex): Because trin do not sleep, they are immune to sleep effects. A trin capable of casting arcane spells still needs 8 hours of rest each night.

Improved Grab (Ex): To use this ability, a trin must hit an opponent its size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage paralysis 2d6 minutes. The save DC is Constitution-based. A trin produces enough poison for 1 bite per day.

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

Rend (Ex): If a trin hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+3 points of damage.

Skills: Trin gain a +30 racial bonus on Jump checks. They are also capable of remaining perfectly still, gaining a +6 racial bonus on Hide checks. *The trin's exoskeleton blends in well in desert terrain, increasing the Hide bonus to +10 in sandy wastes.

Trin as Characters

Lacking the cultural sophistication of many thri-kreen and tohr-kreen, trin are seen as savages and tend towards taking levels as brute or fighter. Some achieve the self-discipline to master the arts of the psychic warrior, but such trin are rare in the extreme.

Trin characters possess the following racial traits.

- +4 Str, +2 Dex, +2 Con, -4 Int, +2 Wis, -2 Cha.
- Medium size.
- Trin base land speed is 50 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: Trin characters start with five levels of monstrous humanoid, which gives them 5d8 Hit Dice, a base attack bonus of +5, and base save bonuses of Fort +1, Ref +4, Will +4.
- Racial Skills: A trin's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier). Its class skills are Hide, Jump, Listen, and Spot.
- Bonus Feat: Trin receive the Deflect Arrows feat for free.
- A trin's monstrous humanoid levels give it two feats.
- Weapon Proficiency: A trin is proficient with all simple and martial weapons.
- +3 natural armor bonus.
- +6 racial bonus on Hide checks (+10 in desert terrain).
- +30 racial bonus on Jump checks.
- Natural weapons: 2 claws (1d6), bite (1d4).
- Special Attacks (see above): Improved grab, poison, pounce, rend.
- Special Qualities (see above): Darkvision 60 ft., hive mind, immunity to *sleep*, power resistance equal to 16 + class levels.
- Automatic Languages: Common, Trin. Bonus Languages: Thri-Kreen.
- Favored Class: Brute or Fighter.
- Level Adjustment +2.

Tul'k

Large Humanoid (Elf, Psionic)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +3/+10

Attack: Club +5 melee (1d8+4) or claw +5 melee (1d6+3)

Full Attack: Club +5 melee (1d8+4) and head butt +0 (1d6+1 plus stun); or 2 claws +5 melee (1d6+3) and head butt +0 (1d6+1 plus stun)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, stun

Special Qualities: Low-light vision

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

Abilities: Str 17, Dex 13, Con 15, Int 8, Wis 12, Cha 8

Skills: Climb +5, Search +1, Spot +3, Survival +3

Feats: Combat Reflexes, Power Attack

Environment: Mountains

Organization: Solitary or clan (1-20)

Challenge Rating: 3

Treasure: Double standard gems and jewelry only

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +2

This creature is a gaunt, bony humanoid the size of a half-giant. Its scalp is utterly without hair, showing sun-bleached bone protruding through the top of its head. Its skin is ashen grey, with fine black body-hair and its eyes are dark, regarding you from beneath beetling brows.

Tul'ks are primitive, psionic humanoids that roam the mountains and hills of Athas, eking out a living where they can. Timid and withdrawn, tul'ks rarely come into conflict with other races but make cunning foes when this does occur.

Tul'k society is tribal, and their language is very basic, consisting largely of grunts, growls and hand gestures. Hand signals are generally used in battle.

Combat

Tul'ks do not relish combat but display unexpected cunning when forced into battle. They prefer to strike from ambush, using their native rocky terrain to their advantage, striking from higher ground wherever possible.

Some tul'ks will use weaponry, but most prefer to strike with their bony claws when closing to melee. A tul'k may also slam an opponent with a ferocious head-butt, which may stun unfortunate targets, leaving them open for further attacks from the tul'ks.

Psi-Like Abilities: 3/day—graft weapon, intellect fortress, psychofeedback, thicken skin (+2 AC*). Manifest level 5th.

*Includes augmentation for the tul'k's manifest level.

Stun (Ex): A creature struck by a tul'k's head butt attack must make a Fortitude save (DC 15) or be stunned for 1d4 rounds. The save DC is Strength-based.

Tul'k Society

The tale of the tul'ks is a sad one, for although they appear as and live the lives of primitive humanoids, they were not always thus. Once, the tul'ks were elves of the Dune Stalker tribe, famed throughout the eastern Tablelands. The strange powers of the mysterious Pristine Tower altered the tribe in the distant past, however, transforming them into tul'ks. Now the degenerate remains of the Dune Stalkers make their homes where they can, yet are still tormented by the vestigial memories of the people that they once were.

The largest and strongest males dominate Tul'k society – offspring of males other than the dominant one are exiled from the clan when they reach maturity (unless they are able to challenge the dominant male and steal his place). In general, tul'ks are reclusive, even timid, and will

only attack other humanoids in order to gain food. Amongst a tul'k's favorite foods are z'tal, erdlu and Athasian rocs.

Tul'ks as Characters

Tul'ks seldom take up the adventuring life, being generally too apprehensive to venture too far from their homes. Those that do have a natural affinity for the fighting arts, which is unsurprising, given their great Strength. Some find an affinity for the Way, but the tul'ks' degenerate minds make pursuit of the psionic arts difficult.

Tul'k characters possess the following racial traits.

- +6 Str, +2 Dex, +4 Con, -2 Int, +2 Wis, -2 Cha
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A tul'k's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A tul'k begins with 5 levels of humanoid (elf), which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1 and Will +1.
- Racial Skills: A tul'k's humanoid levels give it skill points equal to 8 x (2 + Int modifier). Its class skills are Climb, Search, Spot and Survival.
- A tul'k's humanoid levels give it 2 feats.
- Weapon Proficiency: A tul'k is proficient with all simple weapons.
- +3 natural armor bonus.
- Natural Weapons: 2 claws (1d6), 1 slam (1d6).
- Special Attacks (see above): Psionics, stunning.
- Automatic Languages: Tul'k. Bonus Languages: Elven.
- Favored Class: Fighter.
- Level Adjustment: +2.

Villich

Villich, 1st-Level Warrior

Medium Humanoid (Psionic, Villich)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Quarterstaff +2 melee (1d6+1)

Full Attack: Quarterstaff +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

Special Qualities: Light blindness, manifest prodigy, naturally psionic, power resistance 6

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

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

Skills: Autohypnosis +3, Concentration +2

Feats: Speed of Thought

Environment: Any

Organization: Solitary, family (2-4), or convent (100+)

Challenge Rating: 1

Treasure: Standard

Alignment: Often lawful (any)

Advancement: By character class

Level Adjustment: +2

Although apparently human, this woman has pale skin, ruddy hair and a long, slender neck and limbs.

Villichi are human females who are born with latent psionic powers of great promise. Subtle mutations in mind and body soon set them apart from their biological family. Perhaps one out of maybe 3,000 human girls born becomes villichi. Being susceptible to the sun and sterile they are usually shunned by other humans, although never abandoned or killed, for doing so would be a bad omen, one so bad that even sorcerer-kings think twice before even having anything to do with a villichi child. The bad omen is usually one that is met with revenge being played out on the perpetrator.

Villichi come of age quickly but have a long lifespan. Once the villichi child is of age, she usually meets an adult villichi, and they go off to live in a convent, most of which being in the Ringing Mountains. Villichi are also a little taller than normal human females. Strong in the Way as well as the body, the villichi are a force to be reckoned with and are usually left alone. Being longer limbed and of face, as well as taller, villichi still have normal proportions of female humans.

Their strongest drawback would be that of having a slight irritation to the burning crimson sun of Athas. Most villichi are vegetarians, seeing the eating of meat as unclean, if not more so, as having metal in their possession. Most villichi will never use, or have in their possession, any metal items, weapons or armor for they feel it is unclean to do so. This includes all currency except for ceramic pieces.

Most villichi belong to a convent, or are loners. In either case all rules above apply. There are three convents villichi may be raised in.

Villichi are often lawful good or lawful neutral.

Combat

Villichi are deadly opponents in the Way, the majority of them becoming one with their minds and releasing power from within, why others use a mixture of martial arts style of fighting with their innate and learned psionic powers.

Light Blindness (Ex): Villichi are blinded for 1 round if abruptly exposed to bright light (such as sunlight or a *daylight* spell).

Manifester Prodigy (Ex): Villichi receive a +2 to their main manifestor ability score for the purpose of determining bonus power points only.

Naturally Psionic (Ex): Villichi gain 3 power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Power Resistance: Villichi have power resistance equal to its class levels + 5.

Psi-like Abilities: 3/day—*inertial armor, missive, defensive precognition*; 1/day—*biofeedback, cloud mind* (DC 12). Manifestor level is equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma based.

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

Challenge Rating: Villichi with levels in NPC classes have a CR equal to their class level. Villichi with levels in PC classes have a CR equal to their class level +1.

Villichi Society

Villichi are very tightly knit as a group. They never attack one another and only rarely argue with each other. They are ruled over by a villichi high mistress, who uses strange psionic powers to seek out villichi children wherever they are born across the Tablelands and arrange their transportation to safety at a convent. If a villichi child is slain before being brought to a convent, the other villichi will seek to exact the ultimate revenge against those who slew the one who was to have been in their care. Entire communities have been wiped out as a result of spurning and slaying a child who showed the signs of being a villichi.

Villichi are skilled weavers. 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 trade these for supplies when necessary.

The villichi roam widely throughout the world, always on the alert for the birth of a villichi child. They lead comfortable lives, aided mainly by the fact that they stay out of the sorcerer-kings' business and that their convents are extremely remote locations.

Villichi as Characters

The favored class of a villichi is psion. Some villichi become psychic warriors as well.

Villichi characters possess the following racial traits.

- +2 Dex, -2 Con, +2 Int, +2 Wis, +2 Cha
- Medium.
- Space/Reach: 5 ft./5 ft.
- A villichi's base land speed is 30 feet.
- Special Attacks (see above): Psi-like abilities.
- Special Qualities (see above): Light blindness, manifestor prodigy, naturally psionic, power resistance.
- Automatic Languages: Common. Bonus Languages: Aarakocran, Halfling. Villichi often learn the languages of other forest dwellers.
- Favored Class: Psion.
- Level Adjustment: +2.
- Add an increase of 40+8d10 to maximum age of humans.
- Add 1 1/2 feet to base human female height, and change base weight to 110 with a modifier of 2d8.

Wall Walker

Medium Aberration (Psionic)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4

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

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +4/+6

Attack: Bite +8 melee (2d6+2)

Full Attack: Bite +8 melee (2d6+2) and 2 claws +6 melee (1d6+1) and sting +6 melee (1d3+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, poison, psi-like abilities

Special Qualities: Darkvision 60 ft., tremorsense 60 ft.

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 15, Dex 19, Con 13, Int 4, Wis 11, Cha 7

Skills: Climb +13, Hide +10, Jump +10, Spot +10

Feats: Improved Natural Attack (bite), Multiattack, Weapon Finesse
Environment: Underground
Organization: Solitary, pair or hive (2-20)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: —

A bizarre scaled arachnid hangs from the ceiling above you, regarding you with sinister intent. With a single, smooth motion it stabs its abdomen downwards, and you catch a blurred glimpse of a glistening stinger stabbing towards your body.

Wall walkers are an intelligent strain of psionic arachnids that roam the Athasian underdark, preying on those that they encounter with stealth and cunning. Instead of chitin, they have armored scales, eight clawed limbs, vicious fangs and a sharp stinger at the tip of their abdomen.

Wall walkers communicate by rubbing their limbs together, creating an eerie chorus of hums and whines that echoes throughout the subterranean tunnels around the creatures' hives. They are often hunted for their hide, which can be made into armor and weaponry and is a favored commodity amongst the dray of Kragmorta.

Wall walkers are usually on the move as part of a life of continual hunting, but for reasons as yet unknown they occasionally gather together in hives. Possibly related to their breeding cycle, the hives are fiercely defended and can grow to become a genuine menace to other races over time. Kalin are frequent foes of the wall walkers, as both species occupy the same niche in the underdark.

An adult wall walker is five feet across and weighs 120 pounds.

Combat

Wall walkers are wily combatants and use their psionic power of *shadow body* to sneak up on potential prey. They also prefer to attack from above as this allows them to open hostilities with their stinger.

Wall walkers often work in pairs, hunting and feeding together. A hunting pair of wall walkers cooperates when attacking prey, one often distracting targets while the other closes to strike.

A wall walker will only close for direct melee if its stinger fails to take effect. They do not relish toe-to-toe combat and will flee if sorely injured. It is likely only this timidity has prevented them from wholly over-running the less intelligent kalin, for the wall walkers will go out of their way to tackle these natural enemies when they meet them.

Improved Grab (Ex): If the wall walker hits with its bite or its claws it may initiate a grapple check as a free action without provoking an attack of opportunity.

Poison (Ex): Injury, DC 14, initial damage paralysis 1d6 rounds, secondary damage none. The save DC is Constitution-based.

Psi-Like Abilities: 3/day—*catfall, chameleon, empty mind, shadow body, synesthete*. Manifestor level 6th.

Tremorsense (Ex): A wall walker can detect and pinpoint any creature or object within 60 feet in contact with the ground.

Skills: Wall walkers receive a +4 racial bonus on Hide checks, a +8 racial bonus on Climb and Spot checks and a

+10 racial bonus on Jump checks. A wall walker can always choose to take 10 on a Climb check, even if rushed or threatened. A wall walker uses its Dexterity modifier for its Climb checks.

Wrab

Tiny Magical Beast (Psionic)

Hit Dice: 1d10 (5 hp)

Initiative: +4

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

Armor Class: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

Base Attack/Grapple: +1/-11 (+1 when attached)

Attack: Bite +7 melee (1d3-4)

Full Attack: Bite +7 melee (1d3-4)

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

Special Attacks: Attach, blood drain

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

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 3, Dex 19, Con 10, Int 3, Wis 12, Cha 6

Skills: Hide +13, Listen +2, Move Silently +5, Spot +2

Feats: Weapon Finesse

Environment: Underground

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

You see a winged serpent, two feet long, with scales of jet black.

Wrabs are airborne blood-drinkers, winged serpents that flap silently through the gloom of Athas' woodlands and crypts. The beasts are quiet enough to sneak up on anyone and clever enough to find their way inside tents and through cracks in shuttered windows.

Measuring up to two feet long, wrabs fold their reptilian wings around themselves for camouflage and protection while perched.

Combat

Wrabs attack by tenaciously latching onto their prey with their fangs, drinking enough blood to satisfy themselves for several days.

Attach (Ex): If a wrab hits with a bite attack, its strong jaws latch onto the opponent's body. An attached wrab is effectively grappling its prey. The wrab loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. *Wrabs have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached wrab can be struck with a weapon or grappled itself. To remove an attached wrab through grappling, the opponent must achieve a pin against the wrab.

Blood Drain (Ex): A wrab drains blood, doing 1d4 points of Constitution damage each round it begins its turn attached to a victim. After draining 4 points of Constitution, it detaches and flees.

Empathy (Ps): Wrabs can use the *empathy* psionic power at will (Manifestor level 1st).

Training a Wrab

The Tyrian Council uses wrabs for their innate ability to detect surface emotions. A trained wrab senses which council member has the greatest attention of the audience, flying to that speaker's hand and placing its head in a nook formed by the speaker's thumb and index finger.

Training a wrab requires a successful **Handle Animal** check (DC 25). Trained wrabs are worth 75 Cp on the open market.

Xerichou

Tiny Magical Beast (Psionic)

Hit Dice: 3d10 (16 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15

Base Attack/Grapple: +3/-7

Attack: Wing +9 melee (1d6-3)

Full Attack: 2 wings +9 melee (1d6-3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flocking, psi-like abilities

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

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 5, Dex 16, Con 10, Int 10, Wis 11, Cha 6

Skills: Hide +12, Listen +3, Move Silently +5, Search +3, Spot +3

Feats: Weapon Finesse, Weapon Focus (wing)

Environment: Any

Organization: Flock (6-36)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: —

A freakish, serpentine beast with flapping, batlike wings, this creature has six stubby legs hanging beneath its long, thin body, and a set of horned and fanged jaws.

The xerichou is a winged predator that is found in most parts of Athas. Long and slender, with six clawed limbs and a pair of broad wings, xerichous travel in flocks, swarming their prey. Xerichous are psionic and intelligent enough to make effective use of their abilities in combat.

Xerichous begin life as relatively inoffensive larvae. These tiny, armored worms eventually climb and cling to cliffs or other elevated rock faces in order to pupate. Often mistaken for part of the rock itself, the pupa eventually hatches into the adult xerichou, which is then driven to seek out its ancestral nesting ground in order for the breeding cycle to begin again.

An adult xerichou is a foot long, with a three-foot wingspan. It is deep brown to deep red in color and has a tough, leathery hide with tufts of wiry hair sprouting at the joints. The larvae are only four inches long, with a dozen tiny legs.

Combat

In combat, the individual xerichou poses only a passing threat. Despite its fearsome-seeming fangs, its jaws are actually incapable of opening far enough to deliver an

effective bite (its curling tusks are instead used in mating behavior and for grooming purposes). A xerichou is able to use its wings as weapons, however, as these possess a razor-sharp ridge of cartilage along the leading edge. When attacking, a xerichou will swoop past its target, slashing it with its wings.

In greater numbers, xerichous can make bewildering use of their psionic abilities and are not above attacking foes as large as giants when so motivated. Through coordinated use of their *greater concealing amorpha* and *dimension slide* powers, they can flit and dart around a target, often confusing it to the extent that it can no longer effectively attack the swarming xerichous.

When sorely injured (10% hit points or less remaining) the wounded xerichou will flee combat and seek to return to its lair, using its power of *body adjustment* to heal itself.

Note that xerichou larvae are non-psionic and quite incapable of combat.

Flocking (Ps): When six or more xerichous engage in combat within 60 ft. of one another, the manifestation time of their *dimension slide* power greatly decreases. The power uses up a xerichou's immediate action for the round, but each round, the first creature attempting to strike the xerichou has a 50% miss chance. This miss chance stacks with that from *greater concealing amorpha*; the attacking creature must roll miss chance twice if that power is active.

Psi-Like Abilities: At will—*adapt body*, *body adjustment*, *greater concealing amorpha*, *dimension slide*, *mind thrust* (DC 9), *thought shield*. Manifest level 3rd. The save DCs are Charisma-based.

Zik-trin

Zik-trin are a race bred by the zik-chil for loyalty and combat prowess. They are not a natural species, but rather are created from tohr-kreen or thri-kreen by the zik-chil in a deeply secretive and complicated ritual. Once the process is complete, the kreen is permanently changed into a zik-trin, and all memories of its former life are gone forever. Zik-trin faithfully serve the Priests of Change, the zik-chil, and obey only their orders. They are not automatons and are capable of thought and even speech (though they rarely choose to speak). It is simply that they are wholly loyal to their creators and live solely to serve them.

Zik-trin measure several feet taller and longer than the average thri-kreen and weigh proportionately more.

Zik-trin speak Thri-kreen, on the rare occasions they choose to do so.

Combat

Zik-trin share the following special abilities.

Poison: Injury, **Fortitude** DC 17, initial damage paralysis for 2d6 minutes, secondary damage 2d6 Con. Zik-trin produce enough poison for three venomous bite per day. The save DC is Constitution-based.

Skills: A zik-trin has a +30 racial bonus on Jump checks. *Its exoskeleton gives it a +4 racial bonus on Hide checks in sandy terrain.

	Zik-trin'ak Large Monstrous Humanoid (Psionic)	Zik-trin'ta Large Monstrous Humanoid
Hit Dice:	8d8+24 (60 hp)	7d8+14 (45 hp)
Initiative:	+2	+4
Speed:	50 ft. (10 squares)	60 ft. (12 squares)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17	20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+8/+16	+7/+13
Attack:	Claw +11 melee (1d8+4) or chatkcha +9 ranged (1d6+4)	Claw +8 melee (1d6+2) or chatkcha +10 ranged (1d6+2)
Full Attack:	4 claws +11 melee (1d8+4) and bite +9 melee (1d6+2 plus poison), or chatkcha +9/+4 ranged (1d6+4)	4 claws +8 melee (1d6+2) and bite +6 melee (1d6+1 plus poison), or chatkcha +10 ranged (1d6+2)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Poison, psi-like abilities, spiked exoskeleton	Poison
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and mind-affecting effects	Darkvision 60 ft., immunity to <i>sleep</i> and mind-affecting effects
Saves:	Fort +5, Ref +8, Will +5	Fort +4, Ref +9, Will +6
Abilities:	Str 18, Dex 15, Con 16, Int 8, Wis 12, Cha 5	Str 15, Dex 18, Con 14, Int 12, Wis 12, Cha 10
Skills:	Balance +4, Climb +6, Hide +1*, Jump +42, Listen +3, Spot +3	Balance +8, Climb +5, Hide +7*, Jump +44, Knowledge (nature) +6, Knowledge (religion) +6, Listen +4, Spot +4
Feats:	Deflect Arrows, Improved Natural Attack (claw), Multiattack	Ability Focus (poison), Deflect Arrows, Multiattack
Environment	Any nonforest	Any nonforest
Organization:	Solitary or hunt (2-4)	Solitary or hunt (2-4)
Challenge Rating:	7	6
Treasure:	Standard	Standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	By character class	By character class
Level Adjustment:	—	—

Zik-trin'ak

This creature seems to resemble a very large thri-kreen, except for a number of small but striking details: Its exoskeleton is covered in unusual spikes, knobs and other protrusions, and its claws are larger and more wicked than those of a normal kreen.

Zik-trin'ak are the elite guards, scouts, and soldiers of the Tohr-Kreen Empire.

Combat

Zik-trin'ak are merciless and fearless in combat. They follow the orders of their masters and will never retreat unless ordered to. Generally, they prefer to ambush opponents, attacking them from afar before closing into melee.

Poison (Ex): Injury, **Fortitude DC 17**, initial and secondary damage paralysis for 2d6 minutes. Zik-trin'ak produce enough poison for three venomous bites per day. The save DC is **Constitution**-based.

Psi-Like Abilities: At will—*know direction and location*; 3/day—*chameleon*, *ego whip* (2d4 Cha, DC 11*), *greater concealing amorphia*, *id insinuation* (three targets, DC 11*), *mindlink* (three unwilling targets, DC 8*), *mind thrust* (ML 4th, 4d10, DC 9*); 1/day—*adapt body*, *immovability*. Manifest level 8th. The save DCs are **Charisma**-based.

*Includes augmentation for the zik-trin'ak's manifest level.

Spiked Exoskeleton (Ex): The carapace of a zik-trin'ak acts as spiked armor that deals 1d8 points of damage. The zik-trin'ak is considered proficient with this weapon.

Zik-trin'ta

With the shape and coloration of other mantis warriors, this kreen would appear normal except for its fine accouterments and sheer size.

Zik-trin'ta are covert scouts and secret operatives in service to the Tohr-Kreen Empire. They have been given a high degree of intellectual sophistication by their creators and display philosophical and pacifistic tendencies. This behavior is programmed by the zik-chil, who have sent the zik-trin'ta into the Tablelands to act as observers and spies. Often regarded with awe by other kreen, zik-trin'ta are seen as wise and noble philosophers by thri-kreen. This allows the zik-trin'ta to gather much information and exert influence in the interests of the Empire, all in preparation for the plans of their pale priests. Zik-trin'ta often amass lore and artifacts before returning to their homes in the Empire.

Combat

Zik-trin'ta are instructed to avoid combat and instead take a philosophical approach to conflict. Should battle be pressed upon them, they are more than capable of holding their own. In the long term, the zik-trin'ta act in accordance with the designs of the zik-chil and base their strategies around these plans.

Poison (Ex): Injury, **Fortitude DC 15**, initial damage paralysis for 2d6 minutes, secondary damage 2d6 **Con**. Zik-trin'ta produce enough poison for three venomous bites per day. The save DC is **Constitution**-based.

Animals

Animal, Domestic

Aprig

A small, piglike creature with a hard shell and a flat, snuffling snout, this timid beast noses about the undergrowth for food along with its herd-mates.

A domesticated farm animal, the aprig is raised for its succulent meat, known for its nutty flavor, and its hard shell, which is used in the construction of household implements and armor. Aprig sows also produce milk, but it is of questionable quality.

Aprigs require little care, being voracious omnivores that will eat almost anything that is put before them. A herd of these creatures is led by a single boar and a number of sows and their litters. Adult males must be separated or they will fight for mating dominance. Mating takes place twice each year, and an aprig litter can number as many as 10 apriglets.

Aprigs vary in color from gray to reddish brown. Their faces are round and their snouts wide, suited to shoveling through piles of vegetation. Their vision is poor, but their hearing and scent are strong.

Combat

Aprigs would rather flee than face combat, but if forced to defend themselves or their herd, they will bite and then run away. Aprig bites are not, in themselves, especially dangerous, but the creatures' mouths are generally filthy, and care should be taken to clean aprig bites, as infections can occur.

Disease (Ex): Red ache—bite, **Fortitude** DC 10,

incubation period 1d3 days, damage 1d6 Str. The save DC is **Constitution**-based.

Carru

A strain of humped cattle with a bony skull and drab hide, these animals move in a wandering herd, long-horned males protecting short-horned females and young.

With many products and resources being derived from it, the carru is a staple of Athasian life. The females produce a nourishing, creamy milk (as much as three gallons per day), and both sexes are slaughtered for their meat. A male can yield as much as 250 lbs of meat. This is less for females (only 200 lbs), but they are seldom killed for their meat, as they are potentially much more valuable as milk producers.

Carru make excellent beasts of burden, dragging plows and turning water and grain mills. Carru hide is soft and supple and holds a dye well, so it is used in the making of clothing, furniture, tents and the like. The thicker hide of the skull is a component in many leather and hide armors and is also highly suited as a shield covering.

The carru's hump, though used for water storage, does not inflate or deflate like a camel's. The average hump holds 1d6+2 pints of water at any given time and can be used to make a waterskin of similar capacity. The leather will rot in contact with alcohol, however, so carru hide is unsuitable for the fashioning of wineskins.

The adult carru is ten feet long and weighs as much as 400 pounds. Their soft hide is furred and colored in varying shades of dun grey or brown.

Combat

Carru are not aggressive creatures on the whole, although the males can be quite hostile when the herd is threatened. Their standard tactic is to charge, then gore an opponent. If they are able to, male carru will use their horns to grapple and then toss targets to the ground, where they are trampled by other carru. So often used is this tactic that most carru herders agree that it is an instinct of the species.

	Aprig Small Animal	Carru Large Animal
Hit Dice:	1d8 (4 hp)	3d8+9 (22 hp)
Initiative:	+1	+0
Speed:	20 ft. (4 squares)	40 ft. (8 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	12 (-1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+0/-5	+2/+12
Attack:	Bite +2 melee (1d4-1)	Slam +7 melee (1d6+6)
Full Attack:	Bite +2 melee (1d4-1)	Slam +7 melee (1d6+6) and gore +2 melee (1d8+3)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Disease	Trample 1d6+9
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +2, Ref +3, Will -1	Fort +6, Ref +3, Will +1
Abilities:	Str 8, Dex 12, Con 10, Int 1, Wis 9, Cha 3	Str 22, Dex 10, Con 17, Int 2, Wis 10, Cha 3
Skills:	Hide +6, Listen +1, Spot +4	Spot +3, Survival +3
Feats:	Alertness, Weapon Finesse(B)	Alertness, Endurance
Environment	Plains	Plains
Organization:	Herd (2-20)	Herd (5-50)
Challenge Rating:	1/2	1
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

	Carru, Bull Large Animal	Sygra Small Animal
Hit Dice:	6d8+24 (51 hp)	1d8 (4 hp)
Initiative:	-1	+2
Speed:	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	13 (-1 size, -1 Dex, +5 natural), touch 8, flat-footed 13	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+4/+15	+0/-5
Attack:	Slam +10 melee (1d6+7)	Bite +3 melee (1d4-1)
Full Attack:	Slam +10 melee (1d6+7) and gore +5 melee (1d8+3)	Bite +3 melee (1d4-1) and 2 claws +1 melee (1d4-1) and (if male) gore +1 melee (1d4-1)
Space/Reach:	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Trample 1d6+10	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +9, Ref +4, Will +1	Fort +2, Ref +4, Will +1
Abilities:	Str 24, Dex 8, Con 18, Int 2, Wis 8, Cha 3	Str 8, Dex 14, Con 10, Int 2, Wis 12, Cha 3
Skills:	Listen +1, Spot +5, Survival +4	Hide +7, Spot +4
Feats:	Alertness, Diehard, Endurance	Multiattack, Weapon Finesse(B)
Environment	Plains	Plains
Organization:	Herd (2-8)	Flock (1-20)
Challenge Rating:	2	1/2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

Trample (Ex): Reflex half DC 17. The save DC is Strength-based.

Bull Carru

Carru herds are led by one or more adult males, with up to three females per adult male.

Combat

The bulls act aggressively to defend the herd, making good use of their natural attacks when doing so.

Trample (Ex): Reflex half DC 20. The save DC is Strength-based.

Sygra

A cloven-hoofed quadruped the size of a large pig, this creature sports a pair of sweeping horns and a striped, furred hide.

Sygra are wild animals, only ever partially domesticated at best. They are raised for their meat and milk, which is fairly tasty, and for their soft hides, which make good clothing and low-grade leather.

Sygra are a feral breed that can be tempted to remain in the area of a farm through offers of good grazing land, but they are never truly tame. They are also sometimes used as guard animals, as they are wary and light sleepers, with an excellent sense of smell.

Combat

Sygra are vicious fighters, attacking with a snapping bite and striking with cloven hooves. The males' horns are sufficiently developed to allow them to strike with these as well.

Bear, Athasian

Huge Animal (Psionic)

Hit Dice: 18d8+93 (174 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19

Base Attack/Grapple: +13/+36

Attack: Claw +27 melee (3d6+15)

Full Attack: 2 claws +27 melee (3d6+15) and bite +21 melee (3d6+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, psi-like abilities

Special Qualities: Low-light vision, scent

Saves: Fort +16, Ref +12, Will +12

Abilities: Str 40, Dex 12, Con 21, Int 2, Wis 12, Cha 10

Skills: Concentration +11, Listen +14, Spot +13

Feats: Alertness, Blind-Fight, Endurance, Improved Natural Attack (claw), Run, Toughness, Weapon Focus (claw)

Environment: Deserts and silt

Organization: Solitary or pair

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 19-36 HD (Huge); 37-54 HD (Gargantuan)

Level Adjustment: —

The bear has a massive body armored in articulated carapace shot through with tufts of brown fur. Its furred, thick-boned skull has round ears, a square snout, and a black nose the size of a man's head. From its gaping maw droops a scarlet tongue dripping with drool.

Those Athasians who have seen paintings of ancient bears assume the furry creatures to be dwarven pets; the bears of today's Athas are massive beasts caught and trained for arena fighting. Handlers subdue the beasts'

potent psionic minds, which have developed psychic attacks over the millennia.

An Athasian bear resembles a shell-wearing version of the dire bear, though even larger and more ferocious. It has brown fur and a black snout and paws.

A typical Athasian bear measures 18 feet long and weighs 14,000 pounds.

Combat

A wild Athasian bear prefers to plunge their foes into darkness, slashing unseen with its enormous paws as it assaults prey mentally. Even with its powers inhibited by psionic handlers, the bear often proves a deadly opponent to gladiators.

Improved Grab (Ex): To use this ability, an Athasian bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Psi-Like Abilities: *3/day—brain lock* (any non-mindless, DC 12*), *darkness* (as the spell), *demoralize* (50-ft. radius, DC 15*), *id insinuation* (four targets, DC 15*), *thought shield* (power resistance 19, 7 rounds*). Manifest level 9th. The save DCs are Charisma-based.

*Includes augmentation for the Athasian bear's manifest level.

Skills: Athasian bears have a +6 racial bonus on Concentration checks.

Cha'thrang

Huge Animal

Hit Dice: 6d8+30 (57 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21

Base Attack/Grapple: +4/+20

Attack: Bite +10 melee (2d6+8) or tethered spike +3 ranged (1d8+4 plus poison)

Full Attack: Bite +10 melee (2d6+8) and 2 claws +5 melee (1d8+4), or tethered spike +3 ranged (1d8+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Drag, poison, tethered spikes

Special Qualities: Low-light vision

Saves: Fort +10, Ref +6, Will +4

Abilities: Str 26, Dex 12, Con 20, Int 2, Wis 14, Cha 6

Skills: Hide -2*, Listen +4, Spot +4

Feats: Improved Natural Armor, Improved Natural Armor, Snatch

Environment: Deserts and rocky badlands

Organization: Trine (3)

Challenge Rating: 4

Alignment: Always neutral

Advancement: 7-12 HD (Huge)

Level Adjustment: —

What you at first mistake for a mound of reeds and dead vegetation is suddenly revealed to be a large, tortoise-like beast with a number of hollow, tubular protrusions on its dirty brown shell.

Cha'thrangs are large, shelled predators, similar to giant tortoises, that hunt flying creatures. Due to the numerous reed shaped protrusions on their shell and their dun

coloration, cha'thrangs are often mistaken for patches of dead plant growth. The protrusions on the cha'thrang's back are actually hollow appendages that allow the creature to shoot long barbed tethered darts at any creature passing overhead within range. The creature's shell is created by an alkaline lime secreted from its back that further holds the shell in place. This same lime also creates a thin, sinewy fiber that tethers the creatures darts and coats them in an alkaloid toxin.

Cha'thrangs travel in groups of three called "trines", usually composed of two females and one male, but will adopt other cha'thrang that they meet, later breaking off into further trines. The creatures have problems mating because of their shell structures and often die in the process. Females lay annual clutches of 1-6 eggs, most of which are devoured by predators. Adult cha'thrang themselves can live for hundreds of years but often succumb to predators before this time.

Cha'thrang meat can be eaten if special preparations are taken to remove the lime under the shell. Its tethers can also be braided together to form rope.

Combat

A cha'thrang preys almost exclusively on flying creatures, lying motionless for hours on end until a suitable target passes overhead. The cha'thrang then expels tethered darts from the hollow tubes studding its shell with a sudden burst of air. While many of these darts are fired at once, only one has a chance of hitting the target. Once it has hit a target, the cha'thrang digs in and attempts to control the tether. When the flying creature tires and lands, the cha'thrang retracts the tether as it crawls towards its prey, where it uses its melee attacks to finish the kill. Creatures hit by the darts are also subjected to the cha'thrang's lime toxin.

Drag (Ex): If a cha'thrang hits with a tethered spike attack, the strand latches onto the opponent's body unless the opponent succeeds at a Reflex save (DC equals 10 + damage dealt). The cha'thrang drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 25 *Escape Artist* check or a DC 21 *Strength* check. The check DCs are *Strength*-based, and the *Escape Artist* DC includes a +4 racial bonus. A cha'thrang can draw in a creature within 10 feet of itself and attack in the same round. A strand has hardness 5 and 10 hit points, and can be attacked by making a successful sunder attempt. However, attacking a cha'thrang's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the cha'thrang takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a cha'thrang.

Poison (Ex): Injury, *Fortitude* DC 18, initial damage 1 Str, secondary damage 2d6 Str. The save DC is *Constitution*-based.

Tethered Spikes (Ex): A cha'thrang can fire tethered spikes up to four times per day. It can fire spikes only at flying creatures up to 150 feet away (no range increment).

Skills: *Cha'thrang receive a +8 bonus on *Hide* checks in natural surroundings.

Conashellae

Tiny Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +1

Speed: 5 ft. (1 square), burrow 30 ft.

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

Base Attack/Grapple: +0/-10

Attack: Pseudopod +3 melee (1d4-2 plus 1d6 acid)

Full Attack: 4 pseudopods +3 melee (1d4-2 plus 1d6 acid)

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

Special Attacks: Secretion

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

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 6, Dex 12, Con 16, Int 1, Wis 12, Cha 6

Skills: Hide +16, Listen +7, Spot +8

Feats: Alertness, Weapon Finesse (B)

Environment: Deserts and silt

Organization: Group (2-12)

Challenge Rating: 1/2

Alignment: Always neutral

Advancement: 2 HD (Tiny); 3 HD (Small)

Level Adjustment: —

Shuffling through the shallow silt is a tiny crustacean with a hard shell covering its top and a soft underbelly. Two rows of pseudopods jut out from the creature's front, one set dexterous and probing the dust like sensory organs, the other hard as bone, pointed, and strong, used for burrowing.

Conashellae, also called *shell-diggers*, are hardy shellfish that exist mostly in the silt or sandy wastes. They do not deplete the sand and silt of minerals, as their digestive process breaks minerals into base components and expelling the rest that is leftover, creating a liquid by-product that doubles the mineral content in its wake.

Conashellae are a viable food source; their flesh can be boiled and eaten, while the juices of the creature can be used as a water substitute. The juice from one conashellae represents one-third of the normal water requirements for a Medium character; one-eighth the normal water requirements for Large characters. The flesh and juices of the conashellae is very potent and removes any fatigue that may have been onset through starvation or thirst, but the nonlethal damage remains. Fatigue returns if more nonlethal damage is incurred by not meeting the food and water requirements of the size of the character.

The carapace of the conashellae is prized by some tribes of feral halflings. They use the shells as decorations, household items, and tools. Some have also utilized the shells as weapons, armor, and shields. When thrown as a weapon they do damage equal to a Small chatkcha, and if wielded as a melee weapon the shell deals damage as a Small dagger. A conashellae ranges from three inches to just over two feet across in size.

Combat

Conashellae are timid and only defend themselves when cornered, preferring to flee at any opportune moment they get.

If cornered, the conashellae will attack with its lower pseudopods, which are bony, hard, and pointed, and can grasp and pinch its prey.

Secretion (Ex): A conashellae secretes a salty and mildly corrosive liquid, dealing an extra 1d6 points of acid damage with each pseudopod.

Skills: Conashellae have a +4 racial bonus on Hide, Listen, and Spot checks.

Conashellae Society

Conashellae are burrowing creatures, protecting themselves from the harsh environment by never going above the surface of the land. Their diet consists of plankton, salt, and water, which they consume by burrowing into and around a source of minerals or plants, secreting their digestive juices from their lower pseudopods, then absorbing the pulpy mass slowly through pores in their undersides.

Like most shellfish, the conashellae are found in small groups called schools, burrowing continuously through the sand or silt. During daylight hours, they never venture closer than eight to twelve inches from the surface in sand, and never closer than six inches from the surface in silt. During night hours however, the conashellae rest just below the surface, which is one to two inches deep in both environments.

Conashellae spawn in spring and late fall. Females produce between one and three dozen eggs, which are buried about five inches deep in the soil of their hunting grounds. The eggs are never accidentally eaten during feeding hours because they produce a rancid odor when uncovered prior to hatching.

Hatchlings appear three weeks after the eggs are laid, and the young begin feeding immediately. The growth rate of the conashellae is unknown, but the fact that mature conashellae vary in size suggests they grow in proportion to the amount of minerals and plants they consume.

Critic

Tiny Animal (Psionic)

Hit Dice: 1d8 (4 hp)

Initiative: +4

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

Armor Class: 16 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack/Grapple: 0/-12

Attack: Bite +6 melee (1d3-4)

Full Attack: Bite +6 melee (1d3-4)

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

Special Attacks: Psi-like abilities

Special Qualities: Low-light vision

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 3, Dex 18, Con 10, Int 1, Wis 12, Cha 6

Skills: Climb +12, Hide +13, Listen +4, Move Silently +5, Spot +4

Feats: Alertness, Weapon Finesse(B)

Environment: Any

Organization: Solitary

Challenge Rating: 1/4

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: —

This tiny lizard has a spiny back, a multicolored hide, and a small, toothy mouth.

Usually reluctant houseguests, critics are innately psionic and tune themselves to their feeders. Critics change color each year after a molting. Critics use body language when communicating with other critics. Magical or psionic contact is possible, but the critic always reacts/answers in a paranoid or anxious way.

Critics are considered a good luck charm for most households. They would prefer to be fed rather than hunt on their own. They are usually caught young and brought to a household. They adjust to their new surroundings at their own pace. Within a week the creature will let its owner know it has adapted to its new environment; it will either stay, or run away. The lizard stays in a constant state of alarm if caged or chained.

Combat

The critic's main value comes from its ability to sense trouble—when they scurry for cover, so do most owners.

Psi-Like Abilities: At will—*detect hostile intent*, *detect poison*. **Manifester (or caster) level 3rd.**

Skills (Ex): A critic has a +8 racial bonus on **Climb checks**. It uses its **Dexterity** modifier instead of its **Strength** modifier for **Climb checks**. It can always choose to take 10 on a **Climb check**, even if rushed or threatened.

Critic Society

Critics eat mostly insects and small rodents. The lizard attunes itself to a certain area, getting used to a select amount of people, and alerts anyone nearby if danger is near. This attunement dissolves if the lizard has been abused or mistreated.

Crodlu

This creature is a large, flightless combination of bird and reptile resembling an ostrich. It has wicked claws at the end of its long fore and hind limbs, and its scaly hide is a yellowish red, with similar colors along its side and underbelly.

Crodlu are a species of flightless, scaled avian that roams the wilderness in herds. They have powerful hind legs, which were built for jumping great lengths. Crodlu have very poor eyesight, but make up for it with an excellent sense of smell. Crodlu have great endurance, almost better than a mul's, and can run at high speeds for long periods of time.

Female crodlu only lay one egg each year. When the chick hatches it is able to run and fight within minutes, having a great appetite. When it comes to feeding, crodlu will eat anything, preferring to hunt live game when there is some around over eating just vegetables.

Crodlu herds can get as big as 30 strong. The herd leader is usually the largest, and will have more of a reddish scaly hide.

Crodlu make great mounts, but are hard to control and train as such most of the time unless they are caught as chicks and are trained as mounts as they are being raised.

Combat

Crodlu attack with their fore claws first, and then bite. Sometimes they will substitute hind claws for fore claw attacks if they happen to be holding something or are unable to use their fore claws.

Improved Grab (Ex): To use this ability, a crodlu must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of

	Crodlu Large Animal	Crodlu, Heavy Large Animal	Crodlu, Heavy Warmount Large Animal
Hit Dice:	4d8+12 (30 hp)	5d8+20 (42 hp)	6d8+30 (57 hp)
Initiative:	+5	+4	+3
Speed:	50 ft. (10 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	16 (-1 size, +5 Dex, +2 natural), touch 14, flat-footed 11	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+11	+3/+13	+4/+15
Attack:	Claw +6 melee (1d6+4)	Claw +8 melee (1d6+6)	Claw +10 melee (1d8+7)
Full Attack:	2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2)	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)	2 claws +10 melee (1d8+7) and bite +5 melee (1d8+3)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+2	Improved grab, pounce, rake 1d6+3	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +7, Ref +9, Will +3	Fort +8, Ref +8, Will +2	Fort +10, Ref +8, Will +3
Abilities:	Str 18, Dex 20, Con 16, Int 2, Wis 14, Cha 8	Str 22, Dex 19, Con 18, Int 2, Wis 13, Cha 7	Str 24, Dex 17, Con 20, Int 2, Wis 13, Cha 7
Skills:	Jump +22, Listen +7, Move Silently +9, Spot +0	Jump +20, Listen +7, Move Silently +8, Spot -1	Jump +21, Listen +6, Move Silently +6, Spot +2
Feats:	Alertness, Endurance	Alertness, Endurance	Alertness, Endurance, Improved Natural Attack (claw)
Environment	Plains	Plains	Plains
Organization:	Herd (5-30)	Herd (5-30)	Herd (5-30)
Challenge Rating:	3	3	4
Treasure:	None	None	none
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5-8 HD (Large)	6-10 (Large)	7-12 (Large)
Level Adjustment:	—	—	—

opportunity. If it wins the grapple check, it establishes a hold and can rake.

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

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

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

Skills: Crodlu receive a +10 racial bonus on **Jump** checks and a -4 penalty on **Spot** checks.

Crodlu, Heavy

A large, flightless combination of bird and reptile, this creature is more heavily muscled than most others of its species, and its clawed feet splay more broadly in the sand. A strong creature, used to heavy loads, it has a reddish-yellow scaled hide, with similar variations on its sides and underbelly.

The heavy crodlu has been specifically bred for carrying heavier loads (or passengers) and occasionally for light skirmisher activity. It is a little larger and a fair deal stronger than its smaller cousin, but lacks the keener combat abilities of its warfaring big brother.

Heavy crodlu possess the same wicked claws and sharp beak of its fellows and have a similar life cycle, but their herds were originally released into the wild by breeders. They have long since developed into an identifiable strain, but these herds remain valuable commodities nevertheless.

Combat

Heavy crodlu are fierce opponents if provoked, but centuries of breeding have rendered them more docile than their cousins, and they tend to become skittish if cornered. When pressed, however, they respond with a pair of ripping foreclaws and a savage bite. Raking strikes from their rear claws are also used, preferably as part of a pounce from a superior position.

Improved Grab (Ex): To use this ability, a heavy crodlu must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a heavy crodlu charges a foe, it can make a full attack, including two rake attacks.

Rake (Sp): Attack bonus +8 melee, damage 1d6+3.

Carrying Capacity: A light load for a heavy crodlu is up to 346 pounds; a medium load, 347-692 pounds; a heavy load, 693-1,040 pounds. A heavy crodlu can drag 5,200 pounds.

Skills: Heavy crodlu receive a +10 racial bonus on **Jump** checks and a -4 penalty on **Spot** checks.

Crodlu, Heavy Warmount

A flightless combination of bird and reptile, this large and fierce animal has long, curving claws and thickly armored scales and holds its head aloft with keen alertness. It is clearly a beast bred for war.

The heavy warmount crodlu, also known as the war crodlu, is a breed of crodlu reared for its superior **Strength**, armor and weaponry. Occasionally used as heavy beasts of burden, war crodlu are most frequently

put to use in combat as mounts for specially trained cavalry. Heavier and slower than the regular and heavy crodlus, the heavy warmount crodlu makes up for these weaknesses through its proven usefulness to sorcerer-monarch, merchant house and nomad alike.

Heavy warmount crodlu have the same ecology as other crodlu but are never found in the wild. War crodlu are bred exclusively through animal husbandry and are commensurately expensive.

Combat

Heavy warmount crodlu are fearless and formidable foes, striking at the slightest provocation, unless their riders and handlers keep their belligerent natures in check. They prefer to charge an enemy and then unleash a devastating flurry of claws and snapping jaws. They are steady on their feet, allowing for mounted attacks by their riders.

Improved Grab (Ex): To use this ability, a heavy crodlu must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a heavy warmount crodlu charges a foe, it can make a full attack, including two rake attacks.

Rake (Sp): Attack bonus +10 melee, damage 1d8+3.

Carrying Capacity: A light load for a war crodlu is up to 466 pounds; a medium load, 467-932 pounds; a heavy load, 933-1,400 pounds. A war crodlu can drag 7,000 pounds.

Skills (Ex): Heavy crodlu receive a +10 racial bonus on **Jump** checks and a -4 penalty on **Spot** checks.

Dunecrab

Medium Animal

Hit Dice: 4d8+4 (22 hp)

Initiative: +1

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

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+4

Attack: Claw +4 melee (1d4+1)

Full Attack: 2 claws +4 melee (1d4+1) and bite +2 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4+1, improved grab

Special Qualities: Low-light vision

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

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

Skills: Hide +2*, Listen +6, Spot +8

Feats: Alertness, Multiattack

Environment: Deserts and silt

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

Level Adjustment: —

A five-foot-diameter crab scuttles from the silt, its ridge-covered shell blending in perfectly with the surrounding sand and dust. The crab's four eyestalks angle about, looking for prey to mash with its barbed pincers.

Dunecrabs inhabit the shoals of the Sea of Silt and hunt animals and people. Giants and some Balicans hunt the tasty crabs for food.

A dunecrab stands four feet tall and measures five feet across.

Combat

A dune crab attacks its prey by squeezing with its claws, stuffing the dying creature into its large mouth afterwards.

Constrict (Ex): A dunecrab deals 1d4+1 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a dunecrab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: A dunecrab's four eyes give it a +2 racial bonus on Spot checks. *Dune crabs have a +4 racial bonus on Hide checks in sand or silt.

Dust Glider

Medium Animal

Hit Dice: 5d8+5 (27 hp)

Initiative: +4

Speed: Swim 10 ft. (2 squares), fly 30 ft. (good)

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +3/+3

Attack: Sting +7 melee (1d4 plus poison)

Full Attack: Sting +7 melee (1d4 plus poison) and bite +2 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Low-light vision

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

Abilities: Str 10, Dex 19, Con 13, Int 2, Wis 12, Cha 2

Skills: Hide +6, Listen +5, Move Silently +6, Spot +7, Swim +8

Feats: Alertness, Weapon Finesse

Environment: Deserts and silt

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Medium); 10-15 HD (Large)

Level Adjustment: —

A flat, disk-shaped creature glides on the faint breeze, its edges rolling on the wind like flexible wings. A long, barbed tail drifts back from the flying disk, which has a wide maw of tiny teeth on its underside and a ring of a dozen eyes around its top.

Dust gliders float through the skies of the silt islands, feeding on dustgulls and other unsuspecting animals.

A dust glider measures roughly four feet in diameter.

Combat

A dust glider stabs prey with its tail stinger, weakening it until the glider can safely lower its maw onto its kill.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Str. The save DC is Constitution-based.

Skills: A dust glider's many eyes give it a +6 racial bonus on Spot checks. A dust glider has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dustgull

Tiny Animal

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 50 ft. (average)

Armor Class: 16 (+2 size, +2 Dex, +2 natural), touch 12, flat-footed 14

Base Attack/Grapple: +0/-9

Attack: Bite +4 melee (1d4-1)

Full Attack: Bite +4 melee (1d4-1) and talons -1 melee (1d3-1)

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

Special Attacks: —

Special Qualities: Low-light vision

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

Abilities: Str 8, Dex 15, Con 11, Int 2, Wis 14, Cha 6

Skills: Listen +4, Spot +12

Feats: Weapon Finesse

Environment: Silt

Organization: Solitary, pair, or flock (3-12)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This hideous, golden-feathered bird has a scaly, red head, a hooked, rapier-like beak filled with sharp teeth, and talons dripping with filth.

Dustgulls inhabit the shores of the Sea of Silt. A typical dustgull is 2 feet long and has a 6-foot wingspan.

Combat

Dustgulls combine both talons into a single attack.

Skills: Dustgulls have a +8 racial bonus on Spot checks.

Erdland

Large Animal (Psionic)

Hit Dice: 3d8+9 (22 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +2/+10

Attack: Bite +5 melee (1d8+6)

Full Attack: Bite +5 melee (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities

Special Qualities: Low-light vision

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

Abilities: Str 19, Dex 13, Con 16, Int 1, Wis 13, Cha 5
Skills: Jump +6, Listen +4, Spot +4, Survival +3
Feats: Alertness, Improved Initiative
Environment: Plains
Organization: Herd (10-30)
Challenge Rating: 1 (3 if psionic)
Alignment: Always neutral
Advancement: 4-6 HD (Large)
Level Adjustment: —

This creature is a large species of flightless bird. Covered in ruddy scales, it regards you with a blank, stupid gaze and squawks once or twice before returning to its grazing, picking at the soil with its two clawed feet and sharp beak.

Erdlands are a large variant of erdlus. They are generally used as mounts or to pull caravans.

Erdlands are flightless, featherless birds that are covered with scales. They weigh around 2 tons and can stand up to 15 feet tall. Erdlands are used more for their endurance than speed, since they are not capable of fast speeds.

Erdlands don't provide much in usable material. They do provide the savage halflings that inhabit the jungles of Athas with a major meat source. Erdlands can provide up to 700 pounds of meat.

Combat

When attacked, erdland attack with their beak. An erdland has a 5% chance of being psionic.

Psi-Like Abilities: At will—*detect psionics*; 3/day—*empty mind* (+3 bonus*), *mind thrust* (3d10, DC 9*), *psionic dominate* (ML 7th, DC 11). Manifest level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the erdland's manifest level.

Carrying Capacity: A light load for an erdland is up to 232 pounds; a medium load, 233-466 pounds; a heavy load, 467-700 pounds. An erdland can drag 3,500 pounds.

Society

Erdlands live in low-lying vegetation areas, and are omnivorous, eating both animals and vegetables. Erdlandseat esperweed as a delicacy, hence why some may be psionic, although if an erdland does eat some esperweed, it only has its psionic powers for about 10 minutes.

Erdlands lay eggs, which are about 3 feet in diameter. Their eggs are less tasty than their smaller cousins, but can provide a meal for up to three Medium creatures. Erdlands will attack viciously to protect their young, which they lay in egg wells, small holes dug underground.

Erdlu

Medium Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1)

Full Attack: 2 claws +2 melee (1d4+1) and bite -3 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 12, Dex 14, Con 13, Int 2, Wis 12, Cha 3

Skills: Jump +16, Listen +5, Spot +5

Feats: Alertness

Environment: Plains

Organization: Solitary, pair, or flock (10-100)

Challenge Rating: 1

Alignment: Always neutral

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: —

A tall, flightless bird with heavy scales or rough feathers, this creature is as tall as an elf. It has a long neck, large beak and stands on two tough, sinewy legs.

Erdlu are large, flightless birds often used as livestock. They can weigh up to two hundred pounds and stand almost seven feet tall. Erdlu are covered in thick, flexible, scale-like feathers, ranging in color from dust-grey to soft reddish-brown. An erdlu's legs are long and strong, propelling it rapidly over the desert sands; the head, at the end of a long neck, is rounded, with a wicked, wedge-shaped beak.

The omnivorous erdlu is a very common herd animal with many uses. Aside from its value as a meat animal, the erdlu's beak, wing scales, and claws all find their way into various weapon heads and tools, and the egg of an erdlu is an excellent source of food and water. Cooked, a single large egg can provide about three days' worth of food for a human. Raw, the egg's liquid contents can be substituted for about one gallon of water.

Combat

Erdlu, both singly and in flocks, usually flee rather than fight. If forced into combat, the skittish birds kick with their powerful, clawed legs or bite with their heavy beaks.

Skills: Erdlu receive a +10 racial bonus to all Jump checks.

Gorak

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 15 (+3 Dex, +1 size, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-5

Attack: Claw +1 melee (1d4-1)

Full Attack: 2 claws +1 melee (1d4-1) and bite -5 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hypnotic trance

Special Qualities: Low-light vision

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 8, Dex 17, Con 13, Int 1, Wis 10, Cha 6

Skills: Listen +2, Spot +4

Feats: Weapon Focus (claw)

Environment: Deserts

Organization: Herd (10-50)

Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2HD (Small)
Level Adjustment: —

A herd of small, 3-foot long reptilian beasts travels through the sandy wastes. The reddish creatures have a colorful dorsal fin and short legs that end in large claws. A loud hissing noise can be heard from the beasts.

Goraks are herd animals, used by many in the Tablelands as sources of food. Many herds roam free, while some have been domesticated. Quick and agile, goraks group together to attack prey. They are known for their good eyesight as well as their keen sense of smell. Domesticated herds have been known to number as many as 50 beasts but wild herds rarely boast more than 20 individuals because of the scarcity of food throughout most of Athas. The herd will be led by the largest male (known as the alpha), a position that comes under challenge frequently. If food becomes scarce for some reason, the alpha male culls the herd of other males. Herds do not accept goraks from outside the herd and attack and kill outsiders on first contact.

Typically, goraks are three feet in length and weigh 150 lbs. Their skin ranges in color from red-brown to sandy-beige and they have a colorful fanlike dorsal fin that they extend to cool their bodies in the hot Athasian sun. A second, less colorful fin surrounds their heads.

Combat

Goraks will group together to attack a single target, using their hypnotic trance to dazzle their prey while their sharp claws rip the target to shreds. When excited or threatened, goraks emit a loud hissing noise as a warning and extend their fins in an attempt to appear larger and more threatening. When extended, the patterns on the dorsal fin can induce a trance in the gorak's target.

Hypnotic Trance (Ex): The gorak's colorful dorsal fin can mesmerize creatures. Each target must make a *Will* save (DC 10) or be affected as by the spell *hypnotism*, except the duration is 1d4 rounds, and the number of *Hit Dice* affected is 2d4. The save DC is *Wisdom*-based.

Skills: Because of their unusually large eyes, goraks receive a +2 bonus to *Spot* checks.

Hatori

Huge Animal

Hit Dice: 8d8+40 (76 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +6/+22

Attack: Bite +12 melee (2d8+12) or tail slap +12 melee (2d8+12)

Full Attack: Bite +12 melee (2d8+12) or tail slap +12 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +11, Ref +7, Will +3

Abilities: Str 26, Dex 13, Con 20, Int 2, Wis 13, Cha 9

Skills: Listen +7, Spot +6

Feats: Improved Bull Rush, Improved Overrun, Power Attack

Environment: Deserts

Organization: Solitary (50% with noncombatant young)

Challenge Rating: 6

Treasure: 1/5 coins, 50% goods, 50% item (no leather or perishable items)

Alignment: Always neutral

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

Level Adjustment: —

A crocodilian beast that almost swims through the sands towards you with great paddling sweeps of its broad limbs, this creature has knobbed, variegated hide and savage, snapping jaws.

Hatori are the crocodiles of the sands. They have a hard, knobby hide that ranges through many colors and is indistinguishable from stone. Hatori are shaped like overgrown lizards with flipper-like appendages that they use along with their tail to "swim" in the desert sands. Hatori move awkwardly on any other surface but sand.

Combat

The only thing that can drive hatori into combat is hunger. Unfortunately, hatori have voracious appetites and food is rare in their home environment, so they never pass up an opportunity to make a meal out of a passing traveler -- or even an entire caravan. The hatori's favorite hunting method is to get in position along a well-used migratory trail or caravan route. When, believing the hatori to be no more than a rocky outcropping, a prospective meal passes nearby, the hatori springs into action. Once the battle begins, hatori try to bite their victims with their toothy maws. Hatori use their bony tails to lash out at anyone attacking from the rear, or to attack fleeing victims while simultaneously trying to eat someone else.

Improved Grab (Ex): To use this ability, a hatori must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A hatori can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 4 points of acid damage per round from the hatori's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge hatori's interior can hold 2 Large, 4 Medium, 8 Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Inix

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4/+12
Attack: Bite +7 melee (1d8+6) or tail slap +7 melee (1d4+6)
Full Attack: Bite +7 melee (1d8+6) or tail slap +7 melee (1d4+6)
Space/Reach: 10 ft./5 ft. (10 ft. reach with tail)
Special Attacks: Improved grab, swallow whole
Special Qualities: Improved carrying capacity, low-light vision
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 19, Dex 15, Con 16, Int 2, Wis 12, Cha 6
Skills: Listen +8, Spot +7
Feats: Alertness, Combat Reflexes, Dodge
Environment: Deserts
Organization: Solitary or pair
Challenge Rating: 3
Alignment: Always neutral
Advancement: 7-12 HD (Huge)
Level Adjustment: —

This large lizard has a long, curling tail and a broad mouth that looks quite capable of swallowing a halfling in a single gulp.

Inixes are midway in size between a kank and a mekillot. Inixes weigh roughly two tons and can grow up to 16 feet long.

Inixes make good mounts because of the amount of weight they can carry for their size, which is two times their normal capacity.

Combat

In combat inixes are fierce enemies. They usually attack with their tail first, taking advantage of its increased reach, then move in and try to bite, hoping to be able to grapple or swallow whole their victim.

Improved Grab (Ex): To use this ability, an inix must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): An inix can try to swallow a grabbed opponent two or more sizes smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d8+6 points of crushing damage plus 4 points of acid damage per round from the inix's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large inix's interior can hold 1 Small, 2 Tiny, 4 Diminutive, or 8 Fine opponents.

Improved Carrying Capacity: A light load for an inix is up to 699 pounds; a medium load, 700-1,399 pounds; a heavy load, 1,400-2,100 pounds. An inix can drag 10,500 pounds.

Jaguar

Large Animal
Hit Dice: 4d8+8 (26hp)
Initiative: +4

Speed: 60 ft.
Armor Class: 15 (-1 size, +4 Dex, +2 natural), touch 13, flat-footed 11
Base Attack/Grapple: +3/+11
Attacks: Bite +6 melee (1d6+4)
Full Attack: Bite +6 melee (1d6+4) and 2 claws +4 melee (1d3+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d4+2
Special Qualities: Scent
Saves: Fort +6, Ref +8, Will +2
Abilities: Str 19, Dex 18, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +8, Climb +10, Hide +4, Listen +5, Move Silently +8, Spot +6
Feats: Alertness, Multiattack
Environment: Forests
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large)
Level Adjustment: —

A sleek, muscular feline creature looks at you with its predatory eyes. Its hide shines in a bright golden hue as it slowly makes its way towards you...

The jaguar is normally over six feet long in the body, with a lashing tail that can add two feet or more to this length, and weighs around two hundred and fifty pounds. This weight is evenly distributed throughout a muscular neck and shoulders, a barrel-like body and short, stout legs. Its paws also pack a powerful punch. Its tawny coat shines like freshly coated paint. The golden hue of the jaguar becomes a brilliant red with the setting of the sun. Its chest, cheek and belly become a soft tan hue. This splash of color is offset by an irregular pattern of black markings across the animal's body.

Combat

Improved Grab (Ex): To use this ability, a jaguar must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a jaguar charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d4+2.

Skills: Jaguars receive a +4 racial bonus to Balance, Climb, Hide and Move Silently checks.

Jankx

Tiny Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +8
Speed: 20 ft. (4 squares), burrow 30 ft.
Armor Class: 16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple: +0/-10
Attack: Claw +6 melee (1d2-2 plus poison)
Full Attack: 2 claws +6 melee (1d2-2 plus poison)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Poison
Special Qualities: Low-light vision

Saves: Fort +3, Ref +6, Will +0
Abilities: Str 6, Dex 19, Con 13, Int 1, Wis 10, Cha 8
Skills: Hide +22, Listen +7, Move Silently +16
Feats: Improved Initiative, Weapon Finesse(B)
Environment: Deserts and stony barrens
Organization: Community (1-1,000)
Challenge Rating: 1/2
Alignment: Always neutral
Advancement: 2 HD (Tiny); 3 HD (Small)
Level Adjustment: —

You spy a small, furry, mammalian animal regarding you from the safety of its burrow. Long, curved spurs can just be seen on the creature's limbs.

These furry mammals live in burrows in the desert. The common people of Athas think these prized creatures are too dangerous to bother with, but those that are killed make good furs and are a good source of food.

Jankx communicate via ultrasonic squeaks and barks which are inaudible to most humanoid ears.

Combat

Jankx are not very combative, but they do have a poison that serves as a defense mechanism. It has a withering effect upon flesh, inflicting tremendous pain for such a small creature, and is quite capable of crippling a grown man in moments. Jankx have spurs and poison sacs located on the underside of each limb near the paw.

Poison (Ex): Injury, Fortitude DC 11, initial damage 1d6 Str, secondary damage 2d6 Dex. The save DC is Constitution-based.

Skills: Jankx receive a +10 racial bonus to **Hide** and **Move Silently** checks, and a +5 racial bonus to **Listen** checks.

Jhakar

Small Animal
Hit Dice: 2d8 (9 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/-1*
Attack: Bite +5 melee (1d6-2)
Full Attack: Bite +5 melee (1d6-2)
Space/Reach: 5 ft./5 ft.
Special Attack: Improved grab, pulldown
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 3, Wis 12, Cha 8
Skills: Listen +3, Spot +2, Survival +3*
Feats: Track, Weapon Finesse(B)
Environment: Deserts
Organization: Solitary, Pack (2-5)
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment: —

You are confronted by a snarling reptilian beast of formidable proportions, somewhat resembling a smiling bulldog with thick, wrinkly, scaled hide.

Jhakars are predators whose pugnacious behavior makes them a bane to humanoids and animals alike. Their appearance is similar to that of a reptilian bulldog, and their characters are fierce and aggressive to match.

Jhakars hunt in small packs in the wild, and fiercely attack all but the most dangerous of prey, pulling larger creatures down with their numbers and savagery. Sometimes jhakars are found in the city as domesticated guard-beasts, or serve as trackers, finding escaped slaves and so are also greatly feared by most thieves. Jhakars are mortal enemies of tembo, as the two species are often in competition for territory and prey. Needless to say, jhakars often come off the worst in such conflicts.

A jhakar's scaly hide is thick and wrinkled, sporting a webbed, bony spine that protrudes from its back and ends just before its stump of a tail. Its eyes and ears, well-protected by bony ridges and double-lids respectively, are dwarfed by the huge, fang-filled mouth. The bulk of the body is a rich, sandy-brown color, darkening at the snout and claws.

Combat

Jhakars are notorious for their tenacity and single minded attacks. A pack of jhakars will attack as a group, seeking to drag their prey to the ground and savage it with multiple bites. Such is their instinctive coordination that the pack often seems to attack with one mind, jointly bent on ravaging its prey. The ferocity of a jhakar pack is significantly greater than the sum of its individual members.

Improved Grab (Ex): If a jhakar hits with its bite it may initiate a grapple check as a free action without provoking an attack of opportunity. *A jhakar has a +4 racial bonus on grapple checks.

Pulldown (Ex): Once per round, a jhakar can either make a trip attack as a free action or aid another jhakar in a trip attack as a free action (but not both). If it wins the **Strength** check (-2 check modifier*), it may immediately make a melee attack against the tripped opponent. If the attempt fails, the opponent cannot react to trip the jhakar. *A jhakar has a +4 racial bonus on **Strength** checks made to trip an opponent.

Skills: *Jhakars receive a +4 racial bonus to **Survival** checks when tracking by scent.

Kes'trekel

Tiny Animal (Psionic)
Hit Dice: 1d8+1 (5hp)
Initiative: +1
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 15 (+2 size, +1 Dex, +2 natural), touch 13, flat-footed 14
Base Attack/Grapple: +0/-7
Attack: Bite +3 melee (1d3+1)
Full Attack: Bite +3 melee (1d3+1)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: *Aversion*
Special Qualities: Low-light vision
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 12, Dex 12, Con 13, Int 1, Wis 10, Cha 8
Skills: Spot +4
Feats: Flyby Attack
Environment: Any

Organization: Flock (3-30)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small); 3-5 HD (Medium); 6-9 HD (Large)
Level Adjustment: —

A scrawny black bird squawks as it circles around overhead, looking for a meal. A blood-red patch on its head is its only distinguishable feature.

The kes'trekel is a carrion eater, constantly on the search for dead prey. Cowardly birds, they usually shy away from large targets, but have been known to assemble in packs to attack larger prey. In large numbers, the kes'trekel can sometimes muster enough collective psychic energy to manifest the psionic power of *aversion*.

Kes'trekels are extremely territorial and use their psionics to scare trespassers away from their nesting areas. They pair only long enough to mate. They are often captured and used as guards, as their nervous territorial squawking reveals the presence of all but the stealthiest intruders. Their eggs are considered a delicacy in Nibenay (if procured within two weeks of laying), and their eyes are sometimes eaten by the barbaric tribes of the Ringing Mountain in the belief that they grant enhanced vision.

The foot-long bird has a three-foot wingspan with black plumage; the only spot of color is a crimson patch on its head. Feral kes'trekels have a life span of approximately 15 years, while domestic kes'trekels sometimes live as long as 25 years.

Combat

Kes'trekels are extremely vulnerable on the ground and prefer to attack from the wing if at all possible.

Aversion (Ps): A group of 20 or more kes'trekels can manifest *aversion* three times per day (Will DC 11 negates). For every 10 additional kes'trekels, increase the save DC by 1. Manifest level 3rd. The save DC is Charisma-based.

Kip

Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 20 ft. (4 squares), 10 ft. burrow
Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +0/-6
Attack: Claw -1 melee (1d3-2)
Full Attack: 2 claws -1 melee (1d3-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pheromones
Special Qualities: Low-light vision
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 7, Dex 17, Con 10, Int 2, Wis 12, Cha 3
Skills: Listen +5, Spot +5
Feats: Alertness
Environment: Plains
Organization: Herd (2-100)
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: —

A small armored hexaped scuttles away from you as you approach.

This shy, six-legged, armored creature digs up and eats the roots of plants. Its armor-like covering makes excellent leather goods.

Kip communicate via low grunts. Dwarven kip herders have learned to mimic this in order to better control the herd.

Combat

Kip are noncombative and will flee if threatened. If cornered or unduly alarmed, it will release its blast of pheromones and seek to escape at the earliest opportunity. A kip will only attack if panicked or if presented with no other option.

Pheromones (Ex): A kip can release a cloud of pheromones once per day as a standard action. The invisible, gaseous chemicals fill a 5-foot-radius cloud centered on the kip. Other creatures within the cloud must make a **Fortitude** save (DC 10) or become fascinated for 1d8 x 10 minutes. Fascinated creatures are extremely suggestible and act as though affected by the *hypnotism* spell. Dwarves have a +4 racial bonus on their **Fortitude** save. The save DC is **Constitution**-based.

Kivit

Tiny Animal

Hit Dice: 1/2 d8 (2 hp)

Initiative: +3

Speed: 30 ft.

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

Base Attack/Grapple: +0/-12

Attack: Claw +5 melee (1d2-4)

Full Attack: 2 claws +5 melee (1d2-4) and bite +0 melee (1d3-4)

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

Special Attacks: Poison

Special Qualities: Low-light vision

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 3, Dex 16, Con 10, Int 2, Wis 12, Cha 9

Skills: Balance +7, Climb +3, Hide +15*, Listen +5,

Move Silently +7, Spot +5

Feats: Alertness, Weapon Finesse(B)

Environment: Forests and plains

Organization: Solitary, pair, or family (3-5)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Crouched on the ground before you is a tiny feline with soft, grayish fur and large, dark eyes.

Kivits are tiny, wild cats that dwell in areas of heavy undergrowth. They secrete a poisonous musk through their fur that can be fatal in large enough doses. A kivit's paws are even more dexterous than an ordinary housecat's.

Combat

Kivits hunt rats, moles, and other vermin, keeping well away from larger creatures. Should a predator catch a kivit, it would find the catch unappetizing - kivits coat their fur with poison secreted from the musk glands below their cheeks. Any creature that successfully bites a kivit is subject to its poison attack.

Poison (Ex): Ingested, Fortitude DC 10, initial and secondary damage 1d3 Con. The save DC is Constitution-based.

Skills: Kivits receive a +4 racial bonus to Balance, Hide, and Move Silently checks. They use their Dexterity modifier for Climb checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Kivit Poison

Kivit musk can be concentrated by a skilled poison manufacturer into a more powerful venom. Some druids know the secret of collecting the musk from several kivits into a substance suitable for mixing with food (Ingested, Fortitude DC 14, initial and secondary damage 1d6 Con). One dose costs 175 Cp. The DC to create kivit poison is 15. Five adult kivits are required to harvest a single dose of this poison.

Kluzd

Large Animal

Hit Dice: 4d8+4 (22 hp)

Initiative: +7

Speed: 30 ft. (6 squares), burrow 30 ft.

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+16*

Attack: Bite +5 melee (1d8+1)

Full Attack: Bite +5 melee (1d8+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d8+1, improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 12, Dex 17, Con 12, Int 1, Wis 12, Cha 2

Skills: Hide +4, Intimidate +4, Spot +3

Feats: Improved Initiative, Weapon Finesse

Environment: Silt

Organization: Solitary or nest (3-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 5-9 HD (Large), 10-14 HD (Huge)

Level Adjustment: —

A snake-like creature with a great frill of scales flaring around its throat, this reptilian beast bursts from beneath shallow mudflats to drag its prey to their doom.

The kluzd is a reptilian predator related to the constrictor snake that inhabits the mudflats of the Tablelands. Biting and throttling its prey, the kluzd is only a danger within the mudflats themselves, as it cannot burrow through sand and rapidly dries out under the Athasian sun.

The males of the species have distinctive turquoise and white coloration around their head and neck frills, but the

females lack these markings, instead having a sandy brown body flecked with black along its length.

Growing up to ten feet in length, an adult kluzd is able to swallow a man whole, although this distorts its shape somewhat. A kluzd weighs as much as 500 lbs.

Combat

The kluzd spends much of its time slumbering in the cool darkness of its mud patch, but when it detects movement in the mire, it swims swiftly towards the disturbance, striking if it believes it can best its prey. The striking kluzd invariably flares its neck scales out in an attempt to intimidate its prey.

The kluzd bites with its needle-sharp teeth and immediately grapples in an attempt to pull its prey beneath the surface and into the deeper mire. The kluzd both attempts to crush its prey to death as well as hold it beneath the surface in the hope that the target drowns.

When the prey is dead (or at least stops struggling) the kluzd will swallow it and retreat to the bottom of its muddy lair to digest its meal. A kluzd will only swallow prey as a form of attack when severely threatened, as the fully gorged kluzd is hardly a mobile adversary.

Constrict (Ex): On a successful grapple check, a kluzd deals 1d8+1 points of damage.

Improved Grab (Ex): To use this ability, a kluzd must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round. *A kluzd has a +8 racial bonus on grapple checks.

Swallow Whole (Ex): A kluzd can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+1 points of crushing damage plus 4 points of acid damage per round from the kluzd's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the stomach (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large kluzd's interior can hold 1 Medium, 2 Small, 8 Tiny, or 16 Diminutive or smaller opponents.

Skills (Ex): Kluzds have a +8 racial bonus on Intimidate checks.

Kluzd Society

Although possessing only the most rudimentary intelligence, the kluzd have a set of instincts that have allowed them to endure where many other serpentine creatures cannot. Their specialized reliance on mud flats has allowed the species to thrive, but confines them to this single terrain type. When its mudflat dries out, a kluzd automatically sets out in a straight line, seeking another mudflat or perishing in the attempt. The kluzd can only survive for four days in the open air, so these journeys are times of great peril for the creatures.

Without their mudflats' regular process of drying and rehydrating, however, the kluzd would be unable to reproduce. When the upper mud has dried into a crust, the female lays a clutch of 1d8 eggs. Protected beneath the crust, the young mature and leave the nest in six weeks, but are fed by their parents in the meantime. The adults spend much of this time lying in wait at the edges of the mudflat. Any creature venturing too close is attacked and dragged beneath the surface to feed the younglings.

Korinth

Colossal Animal

Hit Dice: 32d8+294 (438hp)

Initiative: -1

Speed: 20 ft.

Armor Class: 13 (-8 size, -1 Dex, +12 natural), touch 1, flat-footed 13

Base Attack/Grapple: +24/+55

Attack: Tail slap +31 melee (6d8+15)

Full Attack: Tail slap +31 melee (6d8+15) and bite +26 melee (2d10+7)

Space/Reach: 30 ft./20 ft.

Special Attacks: Trample 6d8+22

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

Saves: Fort +27, Ref +17, Will +12

Abilities: Str 40, Dex 9, Con 29, Int 1, Wis 10, Cha 13

Skills: Climb +23, Listen +8, Search +3, Spot +8, Survival +3

Feats: Awesome Blow, Endurance, Improved Natural Armor (3), Improved Natural Attack (tail slap), Iron Will, Power Attack, Snatch, Toughness (2)

Environment: Hills

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 33-64 HD (Colossal)

Level Adjustment: —

A large, gray-colored lizard carries on its back a small structure, from which you can see several humanoids. The slow moving beast obeys all commands as it travels along the dunes. Its long muscular tail leaves sinewy trails upon the sand.

Korinths are large, gray-colored lizards, with huge 25-foot high spikes jutting out from their backs. These hulking quadrupeds have a long neck and relatively small head. They serve as patrol mounts by the Draji, who use them to patrol the sandy wastes around Draj.

These huge beasts are very hard to find, and it is unknown where the Draji capture them. They have a feeble mind and are easily controlled by psion handlers.

Combat

These beasts are too big to have many natural predators. They prefer to attack using their tail, and rarely use their bite unless pressed to.

Trample (Ex): Reflex half DC 41. The save DC is Strength-based.

Kreel

Medium Animal (Aquatic)

Hit Dice: 3d8 (13hp)

Initiative: +2

Speed: Swim 30 ft. (6 squares)

Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +2/+3

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 12, Dex 15, Con 10, Int 1, Wis 8, Cha 4

Skills: Listen +2, Spot +2, Swim +9

Feats: Dodge, Mobility

Environment: Aquatic (The Last Sea)

Organization: School (2-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium)

Level Adjustment: —

A long, dark eel swims effortlessly through the water.

Kreels are domesticated eels Athasian lizardfolk use as their primary source of food. The eel is tasty, and feeds on the wild kelp that grows on the bottom of the Last Sea. Full-grown, they measure 6 feet long, and can be almost a foot in diameter.

Combat

Kreels tend to shy away from combat, unless cornered. They will then attack with their bite.

Skills: A kreel has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Lirr

Medium Animal

Hit Dice: 5d8+10 (32hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: Claw +4 melee (1d4+1)

Full Attack: 2 claws +4 melee (1d4+1) and bite -1 melee (1d10)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, rake 1d4, stun

Special Qualities: Low-light vision

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 13, Dex 12, Con 14, Int 1, Wis 12, Cha 11

Skills: Hide +5, Jump +8, Spot +5

Feats: Alertness, Combat Reflexes

Environment: Deserts

Organization: Pack (2-12)

Challenge Rating: 3

Treasure: None

Alignment: Neutral

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: —

You see a large, reptilian creature the size of a lion. It has dark gray scaled skin, with a bright web-like membrane around its neck and a brightly colored tail.

Lirrs are reptilian predators that hunt in packs. They are fast and fierce and possess a powerful roar that has the

ability to stun their prey. The colored membrane around the lirr's neck can be inflated and flushed with blood to communicate with others of the species in a number of ways.

Lirr packs are exceptionally quarrelsome, and particularly intelligent quarry might be able to escape one pack by leading pursuers into the lair of another. Lirrs pair off to mate, but such pairings are loose and will separate if resources become scarce. A female lirr produces 2-8 eggs every two years, which hatch in three months, with the young maturing in nine months. Though only the birth mother is concerned for her eggs, any female will protect the pack's young once they have hatched.

Some lirr packs seem to prefer the rockier terrain of the mountain ranges, finding comfort in the cooler cave temperatures. Mountain lirrs are identical to their desert dwelling cousins, save for the fact that they lack the lirr's characteristically bright colors on their ringed membrane.

A lirr typically weighs 300 pounds and is six feet long from tip to tail.

Combat

Lirrs usually start combat by attempting to stun their opponents, then grabbing and raking them with their powerful claws.

Improved Grab (Ex): To use this ability, a lirr must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +4 melee, damage 1d4.

Stun (Ex): As a standard action, a lirr can emit a powerful roar capable of stunning creatures within a 40-foot cone. Creatures in the cone must make a **Fortitude** save (DC 14) or be stunned for 1d4 rounds. The save DC is **Constitution**-based.

Skills (Ex): The lirr has a +4 racial bonus to **Jump** checks.

Lizard, Giant

Large Animal

Hit Dice: 3d8+15 (28 hp)

Initiative: +7

Speed: 40 ft. (8 squares), burrow 20 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +2/+10

Attack: Bite +5 melee (1d8+6)

Full Attack: Bite +5 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +8, Ref +6, Will +1

Abilities: Str 18, Dex 17, Con 20, Int 1, Wis 10, Cha 9

Skills: Climb +5, Hide +4*, Listen +4, Move Silently +4, Spot +3

Feats: Alertness, Improved Initiative

Environment: Deserts

Organization: Solitary, or herd (2-12)

Challenge Rating: 2

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Level Adjustment: —

This four legged, 15-foot long reptile is barely hidden in the sand, its dun colored scales helping it to hide.

Giant lizards are just that – oversized versions of the numerous reptilian species that populate the Athasian landscape.

These ponderous beasts are at home anywhere from the depths of the desert to the swamps and savannah beyond the Jagged Cliffs. The giant lizards are one of Athas' few success stories.

Combat

Like their smaller cousins, giant lizards fight aggressively with their bite attack, attempting to swallow whole any victim smaller than themselves.

Improved Grab (Ex): If the giant lizard hits with its bite it can initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can attempt to swallow whole the next round.

Swallow Whole (Ex): The giant lizard can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d6+4 points of crushing damage plus 1d8+4 points of acid damage per round from the giant lizard's digestive juices. A swallowed creature can cut its way out by dealing 15 points of damage to the giant lizard's digestive tract (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The giant lizard's gullet can hold 2 Medium, 4 Small, or 8 Tiny or smaller creatures.

Skills: *Giant lizards gain a +8 bonus to **Hide** checks when attempting to hide in the sand.

Lizard, Jastrak

Large Animal

Hit Dice: 6d8+30 (57 hp)

Initiative: +2

Speed: 30 ft. (6 squares), burrow 10 ft.

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

Base Attack/Grapple: +4/+12

Attack: Bite +7 melee (1d8+4)

Full Attack: 2 bites +7 melee (1d8+4) and 2 claws +5 melee (1d6+2) and tail +5 melee (1d8+2)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: -

Special Qualities: Blindsight 60 ft., improved grab, scent

Saves: Fort +10, Ref +7, Will +4

Abilities: Str 18, Dex 15, Con 20, Int 2, Wis 14, Cha 11

Skills: Hide +4, Jump +5, Listen +5, Survival +5

Feats: Multiattack, Run, Track

Environment: Any land (subterranean)

Organization: Solitary or pack (1-10)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: -

Running towards you out of the gloom is a terrifying two-headed lizard. Its heads are completely eyeless but it

possesses *teeth-filled maws, long claws and a spiked, club-like tail.*

The jastrak is a subterranean lizard that rarely, if ever, ventures to the surface. Jastraks are curious and belligerent creatures, confident in their formidable array of natural weapons, and unexpected encounters with wandering jastraks usually end badly. Jastraks are completely blind and possess no visual organs whatsoever. Their senses of hearing and scent, however, are exceptionally well developed.

Jastraks live beneath the earth, burrowing through it with their claws. Their unpleasant dispositions mean that other inhabitants of the Athasian underdark have learned to give them a wide berth. An adult jastrak is nine feet long and weighs 800 pounds.

Combat

Jastraks are aggressive and are quite willing to initiate combat with unknown foes as a way of testing their opponent's **Strength**. Their blindness often works to their advantage as they ignore distractions, obstacles and tactical concepts that are dependent upon sight.

A jastrak will leap to the attack and then commence a savage flurry of attacks in order to bring its foe low as swiftly as possible. It uses its tail primarily to deal with threats to its rear but will strike at enemies along its flank if necessary.

Improved Grab (Ex): A jastrak that hits with a bite attack may initiate a grapple attempt as a free action without provoking an attack of opportunity.

Lizard, Minotaur

Huge Animal

Hit Dice: 8d8+64 (100 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+23

Attack: Bite +13 melee (3d6+13)

Full Attack: Bite +13 melee (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +14, Ref +8, Will +3

Abilities: Str 28, Dex 15, Con 27, Int 1, Wis 13, Cha 11

Skills: Climb+13, Listen +5, Spot+4

Feats: Cleave, Improved Natural Attack (bite), Power Attack

Environment: Hills

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-16 (Huge); 17-24 HD (Gargantuan)

Level Adjustment: —

This four legged, 30-foot long reptile is has horns on top of its head and looks much more aggressive than some of its other cousins.

Inhabiting the foothills of the Ringing Mountains and other forested uplands, the minotaur lizard gains its name

from the twin, bull-like horns sported by the males of the species. These are not weapons, however, but function in mating displays.

Combat

Minotaur lizards are sly beasts and prefer to strike from ambush where possible. Like their smaller cousins, minotaur lizards fight aggressively with their bite attack, attempting to swallow whole any victim smaller than themselves.

Improved Grab (Ex): If the minotaur lizard hits with its bite it can initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can attempt to swallow whole the next round.

Swallow Whole (Ex): The minotaur lizard can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes **2d6+9** points of crushing damage plus **2d8+9** points of acid damage per round from the minotaur lizard's digestive juices. A swallowed creature can cut its way out by dealing 30 points of damage to the minotaur lizard's digestive tract (**AC 13**). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The minotaur lizard's gullet can hold 2 Large, 4 Medium, 8 Small, or 16 Tiny or smaller creatures.

Lizard, Subterranean

Large Animal

Hit Dice: 6d8+36 (63 hp)

Initiative: +8

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +4/+13

Attack: Bite +8 melee (1d8+7)

Full Attack: Bite +8 melee (1d8+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

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

Abilities: Str 20, Dex 18, Con 22, Int 2, Wis 12, Cha 11

Skills: Climb+15, Hide +9, Listen +6, Move Silently +13, Spot+5

Feats: Alertness, Improved Initiative, Lightning Reflexes

Environment: Underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: —

This four legged, 20-foot long reptile comes running out of the shadows, catching you by surprise.

Subterranean lizards dwell almost exclusively beneath the surface of Athas. They never leave their caves voluntarily, and some species are even albino. The fanner beasts of New Giustenal, for example, are a species of subterranean grazing lizard raised by the dray of that place.

With sucker pads on their feet, they are able to scurry along walls and ceilings as well as across the floor and use this fact to their advantage wherever possible.

Combat

Unlike their smaller cousins, subterranean lizards don't fight aggressively; instead they prefer to ambush and catch their prey by surprise.

A few species of subterranean lizards have long tongues which they use instead of a bite to grapple foes up to 20 feet away. This attack form has the same statistics as a bite, except that damage is **1d4+7**.

Improved Grab (Ex): If the subterranean lizard hits with its bite it can initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can attempt to swallow whole the next round.

Swallow Whole (Ex): The subterranean lizard can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes **1d6+5** points of crushing damage plus **1d8+5** points of acid damage per round from the subterranean lizard's digestive juices. A swallowed creature can cut its way out by dealing 10 points of damage to the subterranean lizard's digestive tract (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The subterranean lizard's gullet can hold 2 Medium, 4 Small, or 8 Tiny or smaller creatures.

Skills: Subterranean lizards have a +8 racial bonus on **Climb**, **Hide**, and **Move Silently** checks. They can always choose to take 10 on **Climb** checks, even if rushed or threatened.

Mekillot

Gargantuan Animal

Hit Dice: 16d8+124 (196 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 19 (-4 size, +13 natural), touch 6, flat-footed 19

Base Attack/Grapple: +12/+36

Attack: Tongue lash +20 melee (1d8+12)

Full Attack: Tongue lash +20 melee (1d8+12) and bite +15 melee (2d8+6)

Space/Reach: 20 ft./15 ft. (20 ft. with tongue lash)

Special Attacks: Improved grab, swallow whole, trample 2d8+18

Special Qualities: Low-light vision

Saves: Fort +17, Ref +10, Will +5

Abilities: Str 35, Dex 10, Con 25, Int 2, Wis 10, Cha 9

Skills: Listen +12, Spot +11

Feats: Alertness, Combat Reflexes, Toughness (x4)

Environment: Deserts

Organization: Solitary or pair

Challenge Rating: 12

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan)

Level Adjustment: —

This enormous lizard dwarfs you with its sheer bulk. Thirty feet long and covered with a thick shell, it lumbers forward with a plodding inevitability.

Mekillots are mighty lizards that weigh up to six tons, with huge mound-shaped bodies that can be thirty feet long. They are covered with a thick shell everywhere except for on their sides and bellies.

Mekillots are used as caravan beasts; a hitched pair can pull a full wagon at a slow pace. Mekillots are never truly tamed, however, for the creatures have been known to go off the road and wander for days. They also like to make snacks of their handlers. Most caravans that use mekillots have a small team of psions to deal with the beasts.

Combat

In a fight mekillots attack with their tongues, or they trample enemies underfoot. A mekillot instinctively drops to the ground when something is underneath it, causing trample damage (see below).

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

Swallow Whole (Ex): A mekillot can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes **2d8+12** points of crushing damage plus 4 points of acid damage per round from the mekillot's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan mekillot's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Trample (Ex): Reflex half DC 30. The save DC is Strength-based.

Carrying Capacity: A light load for a mekillot is up to 12,768 pounds; a medium load, 12,769 -25,784 pounds; a heavy load, 25,784 - 38,400 pounds. A mekillot can drag 192,000 pounds.

Mole Boar

Small Animal

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +1/-3

Attack: Claw +4 melee (1d4)

Full Attack: 2 claws +4 melee (1d4) and 1 bite +2 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d4

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 10, Dex 14, Con 11, Int 1, Wis 12, Cha 6

Skills: Hide +10, Jump +6, Spot +6, Survival +3

Feats: Multiattack, Weapon Finesse(B)

Environment: Plains (Pristine Tower)

Organization: Solitary or community (1-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Pterrax

Advancement: 3-4 HD (Small); 5-6 HD (Medium)

Level Adjustment: —

Glaring at you with large, dark eyes is some kind of furred boar, albeit with a long, sinuous body. It displays elegantly curved claws the length of your hand and hisses an unmistakable threat.

The mole boar is a cross between a weasel and a boar, although is more the size of the former. These small creatures are indigenous to the fields around the Pristine Tower, and likely began as mutated invaders centuries ago. All mole boars are immune to the mutating effects of the Pristine Tower. These creatures are short and squat, much like a badger, with large, boar-like fangs and long claws used for both digging and attacking prey.

Mole boars live in communities of up to 100 throughout the blossom fields of the Pristine Tower. There are an equal number of females and males mole boars in each community, and there is no one dominant creature that controls a specific area. Each community claims a roughly 100 square yard territory, attacking any creatures not of its species that it detects. The all live together, hunting the blossom fields for floaters (their primary source of food) and reproducing at an alarming rate. If removed from their environment, mole boars become docile and refuse to eat, eventually starving to death. The floaters of the area must land in order to breed and are fed upon when they do so. In turn, however, the mole boars are one of the mating floater's sources of food. Mole boars multiply at a rate of four times a year, and females are most often constantly pregnant with young. They can live up to 10 years, through few do.

Combat

The squat nature of mole boars allows them to move beneath the cover of the blossom field before attacking. When an intruder is detected, the local colony of mole boars charges forth from their burrows to attack the interloper en masse. While charging, mole boars are easy to detect, with dirt spraying behind them as they move in to attack. Since they travel beneath the blossoms, only their general location can be detected once they slow down.

As a mole boar approaches a target, it leaps from the concealing brush, surprising the target if the direction and speed of the attack are generally unknown. If thrown from a target, or if it does not leap, a mole boar uses its two claws and one bite attack on the legs and ankles of its victim. Mole boars eat their prey's flesh before it has a chance to mutate. A mole boar eats only a small amount of food, returning to its burrow when full.

Improved Grab (Ex): To use this ability, a mole boar must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a mole boar charges a foe, it can make a full attack, including two rake attacks.

Rake (Sp): Attack bonus +4 melee, damage 1d4.

Skills (Ex): A mole boar receives a +4 racial bonus to all Hide and Spot checks.

Large Animal (Psionic)

Hit Dice: 5d8+15 (37 hp)

Initiative: +1

Speed: 10 ft. (2 squares), fly 30 ft. (average)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d8+4)

Full Attack: Bite +6 melee (1d8+4) and 2 claws +1 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 19, Dex 13, Con 17, Int 1, Wis 12, Cha 13

Skills: Listen +3, Spot +5, Survival +3

Feats: Dodge, Flyby Attack

Environment: Rocky badlands

Organization: Company (1-6)

Challenge Rating: 3

Alignment: Always neutral

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: —

Swooping through the air above you is a six-foot reptile with large wing flaps connecting its front and rear limbs. Its head sports a powerful beak and a bony crest at the back of the skull.

These large flying pteradon-like creatures are prized mounts for pterrans.

Pterrax are 6 feet long and have a slender reptilian body with large wings. Pterrax have arms that are attached to their wings, as well as legs, all of which sport sharp claws at the end. Their head resembles a pterrax's, suggesting that they may be related. Pterrax also have long, sharp teeth, which pterrans use in the creation of a thanak, which is a weapon employed by many pterrax clans.

Combat

Pterrax engage in fighting as most fliers do and are quite capable in combat. They usually swoop down and attack with their natural attacks, then return to the air.

Psi-Like Abilities: 3/day—*animal affinity*, *biofeedback* (DR 3/-*), *body adjustment* (2d12*), *conceal thoughts*, *empathy* (40-ft. range, 40-ft. radius, 5 hours*), *hostile empathic transfer*, *mindlink* (up to five targets*), *thicken skin* (+2 enhancement bonus*). Manifest level 5th.

*Includes augmentation for the pterrax's manifest level.

Puddingfish

Huge Animal (Aquatic)

Hit Dice: 9d8+45 (85 hp)

Initiative: +2

Speed: Swim 10 ft. (2 squares)

Armor Class: 15 (-2 size, +2 Dex, +5 natural), touch 10, flat footed 13

Base Attack/Grapple: +6/+22

Attack: Tentacles +13 melee (2d6+12 plus poison)

Full Attack: Tentacles +13 melee (2d6+12 plus poison)

Space/Reach: 20 ft./20 ft.
Special Attacks: Poison
Special Qualities: Low-light vision
Saves: Fort +11, Ref +8, Will +3
Abilities: Str 26, Dex 15, Con 20, Int 1, Wis 10, Cha 2
Skills: Hide +10, Spot +4, Swim +16, Survival +4
Feats: Ability Focus (poison), Improved Natural Attack (tentacles), Power Attack, Weapon Focus (tentacles)
Environment: Aquatic (The Last Sea)
Organization: Solitary
Challenge Rating: 7
Treasure: 10% standard
Alignment: Always neutral
Advancement: 10-18 (Huge); 19-27 (Gargantuan)
Level Adjustment: —

This beast is an enormous jellyfish with tendrils that trail over twenty feet behind it. Half-digested shapes slosh within its bell as it bobs noiselessly through the waters.

The puddingfish is a species of venomous jellyfish that inhabits the waters of the Last Sea. It paralyzes its prey and waits for it to drown before slowly digesting the corpse in its stomach – housed within the animal's bell. Puddingfish are solitary and reproduce asexually. They are hunted by the Last Sea's lizardfolk for their hide, their venom and (occasionally) the contents of their stomachs.

An adult puddingfish is eight feet across, with a clump of tendrils that can trail out to as long as 20 feet. The creature weighs only about 200 pounds, for all its bulk.

Combat

The puddingfish is scarcely intelligent enough to engage in combat. It trails its tendrils and their accompanying nematodes through the water and attacks whatever comes into contact with the tendrils. Targets suffer horrible, burning injuries and may also be paralyzed. Paralyzed targets will drown unless assisted to safety, and if permitted, the puddingfish will digest slain corpses over a period of 3-6 days.

Poison (Ex): Injury, Fortitude DC 21, initial damage paralysis 1 minute, secondary damage paralysis 2d4 rounds. The save DC is Constitution-based.

Skills (Ex): Due to its transparency, the puddingfish receives a +12 racial bonus to all Hide checks when submerged in water. A puddingfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rasclinn

Small Animal

Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 60 ft. (12 squares)
Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +0/-6
Attack: Bite +4 melee (1d4-2)
Full Attack: Bite +4 melee (1d4-2) and 2 claws –1 melee (1d4-2)
Space/Reach: 5 ft./5 ft.

Special Attacks: Rage
Special Qualities: Low-light vision, immunity to poison, power resistance 14
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 14
Skills: Hide +15, Listen +11, Spot +7, Survival +9
Feats: Alertness, Weapon Finesse(B)
Environment: Rocky badlands
Organization: Gang (1-12)
Challenge Rating: 1
Alignment: Always neutral
Advancement: 2 HD (Small); 3 HD (Medium)
Level Adjustment: —

Wagging its tail and eyeing your packs hungrily, this canine creature has a strange, metallic hide and tufts of wiry hair around its salivating jawline.

Rasclinn are small dog-like creatures that feed on any vegetation by extracting the trace metals from the plants, which gives them a somewhat metallic hide. They are hunted due to this hide, but are very tough to kill.

Rasclinn are small, standing about 3 feet at the shoulder, and weighing only 50 pounds. They have a silver tint to their hide. They have no language of their own, but instead communicate by barks and yelps. These yelps and barks can mean a multitude of things.

Very few creatures hunt rasclinn since their metallic hide makes them unpalatable.

Combat

Rasclinn attack with their bite when cornered or defending young. Rasclinn usually avoid combat at all costs and attempt to hide in patches of spider and sand cacti when available.

Rage: A rasclinn that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Rasclinn receive a +8 racial bonus to all Hide, Listen and Survival checks.

Roc, Athasian

Gargantuan Animal

Hit Dice: 20d8+180 (270 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16
Base Attack/Grapple: +15/+42
Attack: Bite +27 melee (4d6+22)
Full Attack: Bite +27 melee (4d6+22) and 2 claws +21 melee (2d8+7)
Space/Reach: 20 ft./15 ft.
Special Attacks: Snatch
Special Qualities: Low-light vision
Saves: Fort +23, Ref +15, Will +8
Abilities: Str 40, Dex 16, Con 28, Int 2, Wis 15, Cha 13
Skills: Listen +8, Move Silently +10, Spot +12*
Feats: Alertness, Cleave, Flyby Attack, Great Cleave, Great Fortitude, Power Attack, Snatch(B), Weapon Focus (bite)
Environment: Mountains

Organization: Solitary or pair
Challenge Rating: 12
Alignment: Always neutral
Advancement: 17-40 HD (Gargantuan); 41-60 HD (Colossal)
Level Adjustment: —

Startled by the shadow of something huge passing by overhead, you look up to see an enormous bird circling above you.

Athasian rocs are huge birds of prey that dwell in warm, mountainous regions. They are known to carry large creatures off for food.

These birds of prey resemble large eagles. They are 50 feet long and have a wingspan of 100 feet wide.

Combat

Athasian rocs swoop down silently and try to snatch their prey with their claws; then they take off, flying away with the snatched prey and attacking it with their beak until it stops moving. Athasian rocs will drop prey once they have lost a quarter of their hit points or more. Athasian rocs caught on the ground are not as agile and can only attack with their beak.

Skills: *Athasian rocs receive a +4 racial bonus to their Spot checks during daylight hours.

Shark, Athasian

Large Animal (Aquatic)
Hit Dice: 7d8+7 (38 hp)
Initiative: +6
Speed: Swim 60 ft. (12 squares)
Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +5/+13
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Blindsight 30 ft., keen scent
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 18, Dex 15, Con 13, Int 2, Wis 12, Cha 2
Skills: Listen +8, Spot +8, Swim +12
Feats: Alertness, Great Fortitude, Improved Initiative
Environment: Aquatic (The Last Sea)
Organization: Solitary, school (2–5), or pack (6–11)
Challenge Rating: 2
Advancement: 8–9 HD (Large)
Level Adjustment: —

This species of shark has dark, tough hide and a wicked cunning in its black eyes as it swims through the water trailing its pectoral fins.

There is only a single species of shark yet surviving in the Last Sea, a breed of ebon-hued hunters that has developed a fierce cunning that distinguishes it from sharks elsewhere. They are carnivorous, aggressive and liable to make unprovoked attacks against anything that approaches them.

The sharks of the Last Sea live in constant competition with Marnita's dolphins. These psionic mammals tend to have the upper hand, but the sharks have become fast

and cunning as a result. They are hunted by the Last Sea's industrious lizardfolk, as their shagreen is a common component of lizardfolk shields.

Adult Athasian sharks average around 15 feet in length, but members of the species can grow to shocking size.

Combat

Athasian sharks circle and observe potential prey, then dart in and bite with their powerful jaws. They make full use of their three-dimensional environment, and targets may find themselves under attack from as many as ten sharks at once.

Blindsight (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Silt Eel

Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: Swim 50 ft. (10 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Bite +5 melee (1d6+1)
Full Attack: Bite +5 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 2
Skills: Listen +4, Spot +3, Swim +9
Feats: Weapon Finesse
Environment: Silt
Organization: Solitary, pair, or school (3-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)
Level Adjustment: —

This long, black eel has oily scales and a ridge of spiked fins along its spine. Its serpentine body weaves through the silt, its wedge-shaped head scouting for prey.

Silt eels live in the Sea of Silt or in inland silt basins. They hunt small creatures dwelling in the silt and rarely attack humans.

A silt eel measures 4-5 feet long from the end of its spiny tail to the tip of its bullet-shaped head.

Combat

A silt eel bites predators when threatened.

Skills: A silt eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if

distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sitak

Tiny Animal (Psionic)

Hit Dice: 1/2d8 (2 hp)

Initiative: +3

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

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

Base Attack/Grapple: +0/-12

Attack: Claw +5 melee (1d2-4)

Full Attack: Claw +5 melee (1d2-4) and bite +0 melee (1d3-4)

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

Special Attacks: Disease, eye rake

Special Qualities: Low-light vision, telepathy

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

Abilities: Str 3, Dex 16, Con 10, Int 2, Wis 14, Cha 4

Skills: Hide +12, Listen +5, Move Silently +4, Spot +5

Feats: Alertness, Weapon Finesse(B)

Environment: Forests

Organization: Solitary or flock (2-12)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 1 HD (Small)

Level Adjustment: —

A small parrot wings its way through the trees. Its plumage is a striking blend of deep crimson and pale blue, and a crest of ivory-white feathers sprouts in an untidy tangle from the top of its head.

The sitak is a psionic relative of the parrot and cockatoo. It is native to the forests of Athas but is also kept as a pet by those lucky or wealthy enough to own one. The sitak possesses a parrot's gift for mimicry but imitates sounds telepathically rather than audibly. Sitaks raised and trained in captivity can learn up to 20 simple words ("food" is always the first), although they require constant company or insanity overcomes them.

Trained sitaks are used to relay telepathic messages between individuals, and their feathers are prized by Nibenese hunters, who have hunted the bird to near-extinction in the environs of their home city. By comparison, the hunters of Gulg consider it an ill omen to slay a sitak, while the halflings of the Forest Ridge believe that the birds themselves bring bad luck. No species preys upon the sitak, as its flesh is home to parasites that carry a virulent disease known as "sitak fever."

An adult sitak is one foot long and usually has bright green or red plumage with yellow feathers at the throat, although light blue, gray, white, or black varieties are not uncommon.

Combat

Sitaks are easily frightened and will seek to flee at any sign of danger. Only if cornered will they respond with beak and talon, instinctively raking at a target's eyes. An embattled sitak will transmit telepathic calls for help to all within range. Any creature that bites a sitak or otherwise ingests sitak flesh or blood runs the risk of contracting sitak fever.

Disease (Ex): Sitak fever—ingested, **Fortitude** DC 10, incubation period 1 day, damage 1d3 **Str** and 1d3 **Con**. The **save** DC is **Constitution**-based.

A victim cannot recover from sitak fever naturally for as long as it remains in forested terrain. Leaving the forest allows a victim to cure the disease, and a *remove disease* spell functions normally.

Eye Rake (Ex): A sitak that critically hits an opponent blinds the opponent for 1d4 rounds.

Telepathy (Ps): A sitak can communicate telepathically at will with a range of 30 ft. The bird speaks no language other than the words it has learned to mimic.

Skyfish

Small Animal (Aquatic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 5 ft. (1 square), fly 90 ft. (clumsy), swim 60 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-5

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

Full Attack: Bite +4 melee (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Amphibious, low-light vision

Saves: Fort +3, Ref +5, Will +0

Abilities: Str 8, Dex 16, Con 12, Int 2, Wis 10, Cha 3

Skills: Hide +7, Listen +1, Spot +5, Swim +8

Feats: Skill Focus (Spot), Weapon Finesse(B)

Environment: Aquatic (The Last Sea)

Organization: Solitary or school (1-6)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A strain of flying fish with articulated claws at its wingtips, this creature skips and darts across the waves, seemingly as at home beneath the waters as above.

The skyfish is an amphibious creature that has the ability to breathe both air and water with equal ease. It has a pair of batlike wings with tiny grasping claws at the tips, used to grasp prey or other objects when not using the wings for flying. When swimming, these wings fold away along the side of the creature's body.

Skyfish swim in small schools but prefer to hunt alone, circling above the water until they spot suitable prey and then diving swiftly to the attack. They are clever and voracious hunters and would have spread far and wide throughout the lands of the Last Sea but for the fact that they are hunted as delicacies. Skyfish flesh is succulent and tasty (similar to scallop) and is prized throughout the region.

Skyfish mate for life, laying eggs in underwater nests that they construct from all manner of debris and jetsam. A skyfish's body is only about two feet long, but their wingspan can be as wide as six feet, making these creatures a genuine hazard for some sailors, frequently becoming tangled in nets and rigging.

Combat

Skyfish prefer to hunt alone, but will combine into killing packs in order to bring down large prey. Young or injured sharks and dolphins most commonly fall prey to skyfish packs. When hunting alone, a skyfish will circle until it spots prey in the water below. Aquatic prey will be carried into the open air, if possible, and allowed to die before being returned to the nest for consumption.

Amphibious (Ex): A skyfish can breathe both air and water with equal ease.

Skills (Ex): A skyfish has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Slimahacc

Huge Animal

Hit Dice: 16d8+96 (168 hp)

Initiative: +5

Speed: 40 ft. (8 squares), burrow 20 ft.

Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18

Base Attack/Grapple: +12/+29

Attack: Bite +20 (2d8+13)

Full Attack: Bite +20 (2d8+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 2d8+13, improved grab, swallow whole

Special Qualities: Low-light vision, tremorsense 30 ft.

Saves: Fort +16, Ref +11, Will +8

Abilities: Str 29, Dex 12, Con 22, Int 2, Wis 16, Cha 7

Skills: Listen +20, Move Silently +8*, Spot +8, Survival +8

Feats: Improved Initiative, Improved Natural Armor, Power Attack, Skill Focus (Move Silently), Snatch, Weapon Focus (bite)

Environment: Deserts and plains

Organization: Solitary or mated pair (1-2, or up to 6 as pterranean mounts)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan)

Level Adjustment: —

Rearing up before you, shedding rivers of sand from its green-scaled hide, is an extremely long serpentine creature with a bony maw and long, hollow, horn-like protrusions sweeping back and outward from the top of its scalp.

Slimahaccs are a sinuous species of reptile with uncertain heritage. They are also sometimes known as "sand drakes", but it is unknown if they are truly related to drakes or are instead some sort of native reptilian or "worm" offshoot. They roam the deserts, using stealth and speed to overrun and devour their prey.

Pterrans sometimes domesticate slimahaccs as riding animals or beasts of burden. While the riding position directly behind their head and an additional 10 feet of the back are relatively safe, cargo and passengers further down their back are occasionally mistaken for parasites and casually removed by the slimahacc.

In the wild, slimahaccs normally lead solitary lives hunting and sleeping. In sandy or gravelly areas, they burrow under the loose matter to a depth of about 2 feet to avoid both the heat of the day and any predators. While burrowing, slimahaccs possess tremorsense with a range of 30 ft. Above ground, the slimahacc's hearing is extremely acute. The horn-like scalp protrusions are actually powerful aural amplifiers whose wide degree of separation allows the slimahacc to triangulate the source of any sound that it can hear. It is not unusual for pterranean riders to psionically link their hearing to the slimahacc they are riding in order to augment their hunting and defensive abilities.

Although rarely available for sale, a trained slimahacc will sell for as much as 40 gold pieces, ten times the price of a war crodlu. Slimahacc eggs are relatively rare and fetch a market price of 2 gp as a culinary delicacy. The "horns" of a slimahacc are actually composed of strong, hollow bone, and sections are sometimes used in constructing datchi clubs and inix yokes. Slimahacc meat is edible, though tough and muddy tasting. An adult slimahacc can grow to be over 30 feet in length.

Combat

Slimahaccs normally attack only for food, and after a full meal they must rest for 2 days to digest. They need the equivalent of 2 Large creatures every third day, or 1 Large creature every day if eating on the run (a technique that avoids torpor). If cornered or trained, they will fight larger opponents but shun these otherwise, preferring to seek refuge beneath the sand and wait for the threat to pass.

Constrict (Ex): On a successful grapple check, a slimahacc deals 2d8+13 points of damage.

Improved Grab (Ex): To use this ability, a slimahacc must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A slimahacc can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+13 points of crushing damage plus 2 points of acid damage per round from the slimahacc's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan slimahacc's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

After eating more than one Large creature or the equivalent, the slimahacc enters a torpor, giving it a -4 penalty to attacks, saves, and skill checks.

Carrying Capacity: A light load for a slimahacc is up to 1,864 pounds; a medium load, 1,865-3,732 pounds; a heavy load, 3,733-5,600 pounds. A slimahacc can drag 28,000 pounds.

Skills: Slimahaccs receive a +12 racial bonus to all **Listen** checks. *In spite of their large size they also receive a +4 racial bonus to all **Move Silently** checks when moving over sand or rock, due to their serpentine mode of locomotion.

Sloth, Athasian

Large Animal

Hit Dice: 11d8+44 (93 hp)

Initiative: +3

Speed: 60 ft. (12 squares), climb 30 ft.

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +8/+18

Attack: Claw +13 melee (1d8+6)

Full Attack: 2 claws +13 melee (1d8+6) and bite +8 melee (2d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +13, Ref +10, Will +4

Abilities: Str 22, Dex 16, Con 18, Int 1, Wis 12, Cha 11

Skills: Climb +14, Hide +6, Listen +5, Move Silently +10, Spot +5

Feats: Great Fortitude, Improved Natural Attack (bite), Improved Natural Attack (claw), Power Attack

Environment: Forests

Organization: Solitary or family (1-4)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 12-22 HD (Huge); 23-33 HD (Gargantuan)

Level Adjustment: —

A hulking, mammalian beast covered in dun fur, this creature has dagger-like talons on each of its four limbs and a gaping, toothy mouth. Despite its ferocious appearance and swift, threatening gait, it is utterly silent, padding with startling alacrity through the undergrowth towards you.

The Athasian sloth is a nomadic carnivore that roams the Forest Ridge, either alone or in small family groups, hunting and devouring all that it comes across. Fast, cunning and with voracious appetites, sloths are particularly feared by the halflings of the forests, as the sloth appear to have a liking for halfling flesh and will hunt these diminutive prey in preference to all others.

Sloths have strong family bonds and communicate through pheromone and body posture, as they do not possess the ability to vocalize sounds. They are known for their hardy nature and resistance to most poisons, as well as for their thick pelts, for which they are hunted in turn by the halflings.

An adult Athasian sloth stands eight feet tall and weighs as much as 750 pounds. Its pelt is brown, with grey, green and tan markings to assist in camouflage.

Combat

Athasian sloths are masters of the surprise attack and the lure. They will work in groups to distract foes while others move in unseen or will lie perfectly still in wait, springing to attack when their targets walk past. The ferocity and speed of the sloth catches most foes completely unawares, and the Athasian sloth has a rightly deserved reputation for frequently gaining the advantage of surprise over its foes.

Skills: Athasian sloths have a +4 racial bonus on **Hide** and **Move Silently** checks and +8 racial bonus on **Climb**

checks. An Athasian sloth can always choose to take 10 on **Climb** checks, even if rushed or threatened.

Snake, Bogo

Medium Animal

Hit Dice: 2d8 (9 hp)

Initiative: +8

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

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Slam +5 melee (2d6)

Full Attack: Slam +5 melee (2d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +3, Ref +7, Will +1

Abilities: Str 10, Dex 18, Con 10, Int 1, Wis 12, Cha 2

Skills: Balance +13, Climb +13, Hide +13, Listen +6, Spot +6

Feats: Improved Initiative, Improved Natural Attack (slam)(B), Weapon Finesse(B)

Environment: Forests (Pristine Tower)

Organization: Nest (4-40)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: —

You see a long, slender serpent covered in spines that lay flat against its body, pointing towards the tail. Its coloration so perfectly matches the tree around which it is twined that you only spot it when it moves.

Bogo snakes are found only in the Bogo Forest surrounding the Pristine Tower. Each snake is four to five feet in length and covered in thick, sharp spikes that point towards the tail, except when attacking, when they point straight out. The color of the bogo snake is identical to that of a bogo tree, making these creatures extremely difficult to detect. Unlike other snakes, this creature does not shed its skin. There are literally thousands of these creatures in the bogo forest, with an average of 1d4 per tree.

Due to the proximity of the Pristine Tower, little is known of the bogo snake. Resourceful elves of the Sky Singer tribe have been regular gatherers of bogo wood, using *hide from animals* spells to avoid the thrashing of the hidden snakes. During such harvests, they've noticed that the snakes stay primarily close to the trees. It is unknown whether or not they actually lay eggs in the ground, as do normal snakes. The elves have reported the snakes are never harmful to their own, only others who come too close to them for whatever reason. Snakes that have been taken from the forest have died within hours, for reasons unknown.

This creature's only source of food is the berry-like fruit that grows in the lower branches of bogo trees. If there is another source of food, it is unknown. As no baby bogo snake has ever been seen, much of their reproductive ecology is unknown. Since it is possible to mutate into a bogo snake as a result of the Pristine Tower's power, a few elves believe this is how their species is propagated.

Combat

Normally, the bogo snake is docile, spending its days winding through the lower branches of forest, searching for food. However, when any creature other than a bogo snake comes too close the reptiles become extremely agitated. When any creature passes within five feet of a bogo snake, it thrashes about wildly and without warning in the invader's direction in an effort to scare it off. If the snake is concealed, this sudden attack often allows it to strike with surprise. Bogo snakes do not bite.

The speed of the bogo snake's attack is blinding, and victims are frequently unable to match its speed unless aided by magic.

If a creature is able to distance itself at least 10 feet from the thrashing snake, the snake ceases its attack after one round and disappears into the tree's upper branches. Given their numbers, it is not uncommon to become surrounded on all sides by thrashing bogo snakes.

Skills (Ex): A bogo snake has a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Balance and Climb checks. A bogo snake can always choose to take 10 on Climb checks, even if rushed or threatened. Bogo snakes use their Dexterity modifier for Climb checks. *A bogo snake gains a +8 racial bonus on Hide checks in trees.

Strine

Medium Animal

Hit Dice: 6d8+12 (39 hp)

Initiative: -1

Speed: 10 ft. (2 squares)

Armor Class: 18 (-1 Dex, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +4/+5

Attacks: Bite +5 melee (3d6+1) or spine +3 ranged (1d6+1)

Full Attack: Bite +5 melee (3d6+1) or 4 spines +3 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spines

Special Qualities: Low-light vision

Saves: Fort +9, Ref +4, Will +2

Abilities: Str 13, Dex 8, Con 14, Int 1, Wis 10, Cha 6

Skills: Climb +5, Listen +4, Spot +5

Feats: Alertness, Great Fortitude, Improved Natural Attack (bite)

Environment: Mountains and rocky badlands

Organization: Solitary or pack (1-6)

Challenge Rating: 3

Alignment: Always neutral

Advancement: 7-12 HD (Medium)

Level Adjustment: —

This porcupine-like creature guards as you approach, shooting off a volley of spines from its back and opening its small maw to hiss at you angrily.

Strines are porcupine-like creatures that inhabit sandy wastes and rocky badlands. They often hunt alone, feeding on small insects and animals, although they are also known to feed on vegetation. Strines depend on their thick layers of spines for protection against their prey or enemies.

Combat

When in combat or hunting, strines are able to launch some of their spines at the opponent. When drawn into close combat, strines retaliate with a painful bite.

Spines (Ex): A strine can fire spines at a range of 40 feet (no range increment).

Takis

Large Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d4+6) or tail slap +8 melee (1d12+6)

Full Attack: 2 claws +8 melee (1d4+6) and bite +3 melee (1d8+3), or tail slap +8 melee (1d12+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 22, Dex 12, Con 18, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Survival +4

Feats: Alertness, Endurance, Track(B)

Environment: Forests, mountains, and rocky badlands

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large)

Level Adjustment: —

Resembling a bear, this creature has stiff, thick fur and a ridge of thick, olive hide covering its back. The creature has a mouth of dagger-shaped teeth and a hairy tail that grows at its end into a bald club of bony material, the same substance that makes up its hard claws.

Takis resemble bears, though unlike true Athasian bears, they stand only 10 feet tall when reared on their hind legs. Brownish in color, takis ooze slime from their snouts while sniffing for food. Fierce and powerful, takis make dangerous opponents and often find themselves captured for sport in the gladiatorial arenas of the Tablelands.

Combat

Takis, like many large animals, are often content to leave humanoids alone, though they will attack if provoked or starving. More often, they hunt smaller game, like jankx or giant lizards.

Improved Grab (Ex): To use this ability, a takis must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Zhackal

Small Animal (Psionic)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 15 (+1 Size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-6

Attack: Bite +4 melee (1d4-2)

Full Attack: Bite +4 melee (1d4-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 7, Dex 17, Con 10, Int 2, Wis 12, Cha 12

Skills: Listen +5, Spot +5

Feats: Alertness, Weapon Finesse(B)

Environment: Forests and mountains

Organization: Solitary or pack (2-12)

Challenge Rating: 1

Alignment: Usually neutral evil

Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: —

You spot a pack of small canines with brown and grey hides. Despite their dog-like features, the creatures are completely silent.

Zhackals are small pack animals that delight in feeding off the emotions of those about to die. The packs gather around the dying victim and feed off its emotions, using psionics to accomplish this.

Zhackals are most frequently encountered in the wilderness but some packs have been known to sneak into large cities in order to prowl through the slums and warrens in search of vulnerable prey. As the zhackal is a cowardly beast, however, these packs will generally flee if confronted by serious resistance.

Even stranger, certain jaded nobles even keep single zhackals as pets, feeding them from the emotions of dying slaves and gladiators. A zhackal fed this way becomes slavishly loyal to its new "pack leader". A zhackal is very expensive to keep in this fashion as slaves and gladiators that might otherwise live die off much sooner with a zhackal feeding upon their very feelings.

Zhackals are sometimes hunted for their fur, which has a consistency like cotton when correctly spun. A large number of unmarked pelts are required for clothing of any significant size and zhackal skin garments are extremely expensive as a result. Zhackals look like small dogs and are usually brown or gray in color. Zhackals make no sounds, although they communicate with other zhackals via mindlink.

Combat

Zhackals follow dying or weak victims until they are near death. The pack, led by an alpha male, then closes in and unleashes psionics against the victim until it is dead.

Psi-Like Abilities: 3/day—*cloud mind* (DC 13), *ego whip* (DC 13), *mindlink*. Manifest level 3rd. The save DCs are Charisma-based.

Z'Tal

Small Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +1/-3

Attack: Bite +4 melee (1d3)

Full Attack: Bite +4 melee (1d3) and slam -1 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Scream

Special Qualities: Immunity to mind-affecting effects, low-light vision

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 10, Dex 15, Con 12, Int 1, Wis 12, Cha 12

Skills: Jump +3, Listen +2, Spot +2

Feats: Ability Focus (scream), Weapon Finesse(B)

Environment: Plains

Organization: Leap (1-20)

Challenge Rating: 1/2

Alignment: Always neutral

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: —

A herd of small, bipedal lizards gives off a constant chirping as the nervous creatures hop about.

These small, upright lizards hop in shepherded leaps. They are not very bright and have been known to stampede when panicked.

Z'tal make a series of chirps, squeaks, and squawks to communicate with each other. When threatened, z'tal scream and run.

Combat

In desperate situations, the z'tal uses its slam attack to defend itself by rapidly bouncing or rubbing against its adversary, scraping its razor sharp scales against opponents.

Scream (Ex): Z'tals emit a piercing scream when frightened. Creatures within 100 ft. of a screaming z'tal must make a **Fortitude** save (DC 14) or be deafened for 1d6 minutes and dazed for 1d6 rounds. Creatures who successfully save are still deafened for 1d6 rounds. A creature whose ears are covered gets a +4 circumstance bonus on its saving throw. The save DC is **Constitution**-based.

Vermin

Antloid

A species of giant ant, this creature has six legs and a segmented exoskeleton. It has sharp mandibles and moves with a rapid, scuttling motion.

Antloids are giant colonial insects resembling ants that inhabit warrens in the Athasian desert. They have evolved through adaptive specialization, which gives some certain powers, and others great **Strength**. There are four types of antloids: dynamis, soldiers, workers, and the queens, each having their own tasks in antloid society.

Antloids frequently come into conflict with the other colonizing insects of the Athasian desert, namely wild kanks, giant ants and giant termites. These conflicts almost always end up as wars of attrition – whoever has the most soldiers wins (although the psionic powers of the dynamis breed gives the antloids a bit of an edge).

All antloid warrens share one characteristic: a water source, usually located at or near the bottom of the warren. Should this water source dry up, a mass antloid exodus will result and the entire warren will move elsewhere.

Giants are known for their passionate hatred of antloids and will almost never pass up a chance to throw boulders at an antloid warren.

Antloid warrens can reach 25 ft. in height and 250 ft. in width.

All antloids have six legs, and segmented bodies. They

also have an exoskeleton that protects from weapons and dehydration, and sharp mandibles used for cutting, carrying, or combat. They have 180 degree vision and darkvision up to 60 feet.

Their antennae are used for communication purposes and allow them to sense any vibration within 30 feet.

Worker

Each antloid worker spends its entire life doing one specific job: finding and carrying water and foodstuffs back to the warrens, caring for the queen, repairing and making additions to the warren, etc. Solely responsible for the warrens, worker antloids can consume sand and then regurgitate it as a strong, brick-like substance that forms the walls of the warren.

Worker antloids have three easily defined, sapphire-blue body segments that reach about eight feet in total length.

Combat

Workers are the strongest of the antloids and have giant-like **Strength**; however, their mandibles are more designed for lifting than combat. Workers only fight if provoked, which usually entails the queen or the warrens being threatened, or whatever they are carrying being taken away from them. Once in combat, they use their mandibles and their great **Strength** to bite, for that is all the worker has to defend itself and the warrens it lives in.

Soldier

Soldiers grow to be 10 ft. in length and have a mottled blue-green-grey exoskeleton. They are the second-strongest antloid in their warren, second-best to workers. They are sleeker, and have a devastating poison attack. The soldier caste comprises two types, infantry and archers.

	Antloid Worker Large Vermin	Antloid Soldier Large Vermin
Hit Dice:	3d8+9 (22hp)	6d8+6 (33hp)
Initiative:	-1	+2
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+13	+4/+12
Attack:	Bite +8 melee (1d6+10)	Bite +7 melee (2d6+4) or spray +5 ranged touch (poison)
Full Attack:	Bite +8 melee (1d6+10)	Bite +7 melee (2d6+4) and sting +2 melee (1d4+2 plus poison), or spray +5 ranged touch (poison)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	—	Poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +0, Will +0	Saves: Fort +6, Ref +4, Will +2
Abilities:	Str 24, Dex 9, Con 17, Int —, Wis 8, Cha 12	Str 18, Dex 14, Con 13, Int —, Wis 10, Cha 14
Skills:	—	—
Feats:	—	—
Environment	Deserts	Deserts
Organization:	Warrens (1-100)	Warrens (1-20)
Challenge Rating:	2	4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	4-6 HD (Large); 6-9 HD (Huge)	4-6 HD (Large); 6-9 HD (Huge)
Level Adjustment:	—	—

	Antloid Dynamis Large Vermin (Psionic)	Antloid Queen Huge Vermin
Hit Dice:	4d8+8 (26 hp)	8d8+32 (68hp)
Initiative:	+5	+3
Speed:	30 ft. (6 squares)	10 ft. (2 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15	9 (-2 size, -1 Dex, +2 natural), touch 7, flat-footed 9
Base Attack/Grapple:	+3/+10	+6/+20
Attack:	Bite +5 melee (1d6+3)	—
Full Attack:	Bite +5 melee (1d6+3)	—
Space/Reach:	10 ft./5 ft.	15 ft./0 ft.
Special Attacks:	Psi-like abilities	Pheromones
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +3	Fort +10, Ref +1, Will +5
Abilities:	Str 16, Dex 12, Con 15, Int 5, Wis 14, Cha 16	Str 22, Dex 8, Con 19, Int 3, Wis 16, Cha 18
Skills:	Climb +4, Concentration +4, Listen +4, Spot +4	Climb +9, Intimidate +5, Listen +6, Spot +7
Feats:	Improved Initiative, Improved Natural Armor	Ability Focus (pheromones), Improved Initiative, Improved Natural Armor
Environment	Deserts	Deserts
Organization:	Warrens (1-10 plus 1 queen, 5-20 soldiers, and 10-100 workers)	Warrens (1 queen plus 1-10 dynamis, 5-20 soldiers, and 10-100 workers)
Challenge Rating:	3	5
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	9-16HD (Huge)
Level Adjustment:	—	—

Combat

Soldier antloids attack with powerful mandibles. Infantry antloids deliver their poison upon a successful melee sting attack. Archer antloids deliver their poison through a spray from the sting, treated as a ranged attack with a range of 50 feet (no range increment).

Poison (Ex): Injury (infantry) or contact (archer), **Fortitude** DC 16, initial damage 2d6 **Con**, secondary damage none. The save **DC** is **Constitution**-based and includes a +2 racial bonus.

Dynamis

Dynamis' bodies house large brains, which give them their psionic abilities. Dynamis always use psionics first and physical combat as a last resort. They are the leaders and managers of the warren, supervising the workers, making sure that the soldiers continue hunting and guaranteeing that the queen is comfortable and safe.

Dynamis are gray-black in color and slightly smaller than the workers, reaching only six feet in length.

Combat

All dynamis share a mindlink with each other in their warren, which allows them to combine their powers when attacking. Dynamis will use all their powers in combat and sacrifice themselves to protect the queen.

Psi-Like Abilities: At will—*mindlink*; 3/day—*dissolving touch*, *forced share pain* (DC 16), *id insinuation* (DC 15), *synesthete*, *telepathic projection* (DC 14), *thought shield*. Manifest level 4th. The save **DCs** are **Charisma**-based.

Queen

Antloid warrens generally just have one queen, who serves only one purpose: to lay eggs. She lives in the deepest parts of the warren, laying 10-20 eggs a week. These eggs are cared for by workers, and the queen herself is tended by young, immature queens (treat as workers) and guarded by her most powerful soldiers.

An antloid queen is a fat, bloated creature that ranges in color from warm apricot to deep red.

Combat

The queen has no physical attacks. Her primary attack/defense is the ability to release pheromones that can cause intruders to go mad, or attract soldiers for mating purposes.

Pheromones (Ex): As a standard action, an antloid queen can give off one of two kinds of pheromones in a 30-foot burst adjacent to her space. One kind simply attracts soldier antloids for mating. The other causes madness in both intruders and other antloids, causing creatures to become confused if they fail a **Fortitude** save (DC 20). The confusion lasts only as long as the creature remains in the area, but after each round within the pheromone cloud, a creature must make another **Fortitude** save with a +5 bonus or die from shock. The save **DC** is **Constitution**-based.

Beetle, Dragon

Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Beetle, Giant

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

Base Attack/Grapple: +0/-12

Attack: Bite +4 melee (1d4-4)

Full Attack: Bite +4 melee (1d4-4) and sting -1 melee (poison)

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

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 2, Dex 14, Con 10 Int —, Wis 10, Cha 4

Skills: —

Feats: Ability Focus (poison)(B), Weapon Finesse(B)

Environment: Underground

Organization: Nest (2-16) or hive (10-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

A foot-long beetle with a red and black spiky carapace and three tiny horns jutting from its head, this creature also sports a long, slender stinger at the tip of its abdomen.

The dragon beetle is a largely inoffensive insect that dwells primarily in the caverns beneath Giustenal. It has a sharp bite that is more painful than dangerous and possesses a venomous stinger. It is this venom that gives the creature its name, for it is only effective against dragons, drakes and the dray. Creatures of all other species are completely unaffected.

The beetles subsist principally on carrion but are capable of bringing down large targets if they act in sufficient numbers. Carcasses are also used for egg-laying purposes, and dragon beetles will attempt to drag bodies of suitable size back to their nest for use in this way. Young beetles eat their way out of their nursery when they are large enough to join the rest of the nest. Dragon beetle nests are usually led by a single 3 HD member of the species.

The dray have learned methods of hunting and dealing with dragon beetle nests and are also reputed to be able to harvest the creatures' venom. Dragon beetle carapaces are also woven together to produce armor, but this is a painstaking process and its art has become rare amongst the younger dray.

Combat

Dragon beetles are timid creatures when encountered singly. If threatened, a solitary beetle will seek to flee, hissing and rasping in agitation as it does so. If unable to flee, a solitary beetle will not attack, but will simply sit motionlessly, hissing threateningly. In numbers, however, they swarm readily to the attack, stinging and biting in a vicious mass until their target flees or falls.

The stinger of a dragon beetle inflicts no damage, but carries a curious venom. This poison is ineffective against all targets except for dragons, drakes and the dray. Against these, however, it can be deadly in its potency.

Poison (Ex): Contact, Fortitude DC 12, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Boring Beetle

An enormous beetle comes shuffling out of the mound of earth, its thick mandibles clicking dangerously as it probes the air.

Boring beetles are a species of burrowing beetle that feeds upon rotting wood, mulch and other organic matter. Usually found within immense rotted trees or underground tunnel networks, they instinctively husband slimes, molds and other fungal plants as foodstuffs and guards. Boring beetles have a hive mind that allows them to cooperate on levels unparalleled amongst other species of beetle.

Combat

The bite of a boring beetle is powerful, suited to chewing through tough undergrowth or hard earth. Against flesh, their mandibles are capable of inflicting grievous injuries. A boring beetle uses its bite, cooperating in combat with other members of its hive.

Hive Mind (Ex): When a hive of at least 3 boring beetles is within 60 ft., its members can act as if they had Int 10 when making decision regarding the safety and survival of the hive. Hive members can cooperate, plan and adapt to changes as necessary with the same degree of intelligence as the average human.

Rhinoceros Beetle

The undergrowth parts to reveal an immense beetle with a six-foot long horn jutting from its snout and a brightly colored carapace.

The rhinoceros beetle is a 12-foot long beetle that inhabits jungles and rainforests. It feeds on fruits and vegetables but will crush and kill anything that gets in the way of its feeding – or anything that it feels is likely to get in its way. Belligerent and powerful, rhinoceros beetles are nevertheless hunted for their brilliantly colored carapaces, which are used as decorations and ornaments of the highest value.

Combat

A rhinoceros beetle will attempt to bite and impale any target that it perceives as a threat to its food or itself – an unfortunately broad category. They are aggressive and forthright in combat, seldom retreating unless crippled.

Water Beetle

Just below the surface of the water you spot a beetle the size of a man, moving with lazy strokes, a glistening bubble of air clinging to its body and wings.

The giant water beetle inhabits deep freshwater bodies (and so is extremely rare on Athas). They are slow-moving on land but can reach startling speeds if motivated to action while in the water. They hunt with their keen scent and sensitivity to vibrations and trap air bubbles beneath their wings in order to remain beneath the water for longer.

	Boring Beetle Large Vermin	Rhinoceros Beetle Large Vermin	Water Beetle Medium Vermin (Aquatic)
Hit Dice:	5d8+10 (32 hp)	12d8+36 (90 hp)	4d8+8 (26 hp)
Initiative:	+0	+0	+1
Speed:	20 ft. (4 squares), burrow 20 ft.	20 ft. (4 squares)	10 ft. (2 squares), swim 40 ft.
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19	21 (-1 size, +12 natural), touch 9, flat-footed 21	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+3/+12	+9/+21	+3/+6
Attack:	Bite +7 melee (2d8+7)	Bite +16 melee (2d6+8)	Bite +7 melee (2d6+4)
Full Attack:	Bite +7 melee (2d8+7)	Bite +16 melee (2d6+8) and horn +11 melee (1d8+4)	Bite +7 melee (2d6+4)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft., hive mind, vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., hold breath, scent, tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +2	Fort +11, Ref +4, Will +4	Fort +6, Ref +2, Will +1
Abilities:	Str 20, Dex 11, Con 15, Int —, Wis 12, Cha 10	Str 26, Dex 10, Con 16, Int —, Wis 10, Cha 10	Str 16, Dex 13, Con 15, Int —, Wis 11, Cha 10
Skills:	—	—	Swim +11
Feats:	Improved Natural Attack (bite)(B)	Improved Natural Attack (bite)(B)	Improved Natural Attack (bite)(B)
Environment:	Forests and underground	Forests	Aquatic
Organization:	Hive (3-18)	Family (1-6)	Nest (1-12)
Challenge Rating:	3	7	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)	13-24 HD (Huge); 25-36 HD (Gargantuan)	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—	—	—

Combat

Giant water beetles are voracious predators. They prefer animal prey but will eat virtually anything they can. If confronted on land, a giant water beetle will seek to return to the water at the earliest available opportunity.

Hold Breath (Ex): A giant water beetle can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A giant water beetle has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Beetle, Screamer

Medium Vermin

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +2/+2

Attack: Bite +2 melee (1d8)

Full Attack: Bite +2 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sonic blast

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 11, Dex 12, Con 14, Int —, Wis 12, Cha 2

Skills: —

Feats: —

Environment: Any land and underground

Organization: Pack (1-6)

Challenge Rating: 2

Alignment: Always neutral

Advancement: 4 -6 HD (Large)

Level Adjustment: —

This hard-shelled, larger-than-normal insect has a multicolored shell. However, once it sees you, it lets out an ear-piercing screech, letting you know where it got its name.

Screamer beetles are beautiful but deadly giant insects. Their multi-colored chitinous shells are greatly prized by art collectors and alchemists. Whole packs of them are usually found deep within caverns and rocky areas.

Screamer beetles earned their name from their ear-piercing blasts of sound that they generate from their abdomen when hunting, thus making them deadly combatants.

Combat

Screamer beetles usually start off combat with sonic blasts, then home in to tear away at limbs and flesh with their powerful mandibles.

Sonic Blast (Sp): 30-foot cone, at will, damage 1d8 sonic and stunned for 1 round, Fortitude DC 13 half. The save DC is Constitution-based.

Beetle, Shaqat

Diminutive Vermin

Hit Dice: 1/4 d8 (1 hp)

Initiative: +1

Speed: 10 ft. (2 squares)

Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/-1*

Attack: Bite +5 melee (1 point)

Full Attack: Bite +5 melee (1 point)

Space/Reach: 1 ft./0 ft.

Special Attacks: Blood drain, improved grab

Special Qualities: Vermin traits

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

Abilities: Str 1, Dex 13, Con 10, Int —, Wis 8, Cha 2

Skills: Hide +13, Jump +5*

Feats: Weapon Finesse(B)

Environment: Any land

Organization: Nest (2-4)

Challenge Rating: 1/8

Alignment: Always neutral

Advancement: 1/2 HD (Tiny); 1 HD (Small)

Level Adjustment: —

Only six inches across, this beetle nevertheless grips you with surprising tenacity. It extends a slender proboscis from beneath its black and orange-striped shell and starts nosing about for soft flesh to pierce.

Shaqat beetles would be little more than annoying pests, were it not for their bite and the fact that the beetle can be frustratingly hard to remove once it has attached itself and begun to feed.

The beetle dwells in the grasslands and mudflats of Athas, lurking near game trails or watering holes. It seeks to attach itself to warm-blooded prey and feed as quickly as possible.

Shaqat beetles are also used as delivery systems for parasites or disease. The beetle is infected and allowed to bite the intended target, who then runs a risk of catching the infection or parasite.

Combat

Shaqat beetles hide near locations frequented by their prey, then jump from cover and attempt to bite and drain blood from their target. A shaqat beetle will not stop draining blood until it is killed.

Blood Drain (Ex): A shaqat beetle that successfully grapples its prey inflicts 1 point of **Constitution** damage per round that it maintains the grapple.

Improved Grab (Ex): If a shaqat beetle hits with its bite it may initiate a grapple check as a free action without provoking an attack of opportunity. If it establishes a hold, it may drain blood.

***Skills (Ex):** Shaqat beetles receive a +4 **racial bonus** to all **Jump** checks and use their **Dexterity** modifier instead of their **Strength** modifier for **Jump** checks. Shaqat beetles receive a +16 **racial bonus** to grapple checks, due to their gripping claws.

Cave Fisher

Large Vermin

Hit Dice: 4d8+8 (26 hp)

Initiative: +1

Speed: 10 ft. (2 squares), climb 30 ft.

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

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d6+4) or filament +3 ranged touch (drag)

Full Attack: 2 claws +6 melee (1d6+4) or filament +3 ranged touch (drag)

Space/Reach: 10 ft./5 ft. (50 ft. with filament)

Special Attacks: Drag, filaments, web

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 19, Dex 12, Con 14, Int —, Wis 10, Cha 2

Skills: Climb +12

Feats: —

Environment: Underground

Organization: Group (2-5)

Challenge Rating: 2

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: —

This bizarre creature is a monstrous arthropod that appears to be a combination of spider and lobster with an elongated snout. It clings to the walls with ease and scuttles out of reach as you draw near.

Cave fishers are large insectoids that are adapted to life below ground. They have no difficulty in moving up and down vertical walls. They have a snout capable of firing a strong, adhesive filament used to anchor themselves.

Combat

The cave fisher has two ways of hunting, with its web traps or with its filament attack.

Drag (Ex): If a cave fisher hits with a filament attack, the filament latches onto the opponent's body. This deals no damage but drags the stuck opponent 15 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a **DC 20 Escape Artist** check or a **DC 16 Strength** check. The check DCs are **Strength**-based, and the **Escape Artist DC** includes a +4 racial bonus. A cave fisher can draw in a creature within 5 feet of itself and bite with a +4 attack bonus in the same round. A filament has 10 hit points and can be attacked by making a successful **sunder** attempt. However, attacking a cave fisher's filament does not provoke an attack of opportunity. If the filament is currently attached to a target, the cave fisher takes a -4 penalty on its opposed attack roll to resist the **sunder** attempt. Severing a strand deals no damage to a cave fisher.

Filaments (Ex): The cave fisher can throw one filament at a time, and it can strike up to 50 feet away (no range increment). If a filament is severed, the cave fisher can extrude a new one on its next turn as a free action.

Web (Ex): Cave fishers set web traps, filaments of sticky webbing forming a sheet 10-20 feet across. They usually position these sheets to snare flying creatures but

can also try to trap prey on the ground. Approaching creatures must succeed on a **DC 20 Spot** check to notice the trap; otherwise they stumble into it and become trapped as though by a successful filament attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 12 hit points, and sheet webs have damage reduction 5/—.

A cave fisher can move across its own web at its climb speed.

Skills (Ex): A cave fisher has a +8 racial bonus on **Climb checks**. It can always choose to take 10 on a **Climb check**, even if rushed or threatened.

Hurrum

Fine Vermin

Hit Dice: 1/8 d8 (1 hp)

Initiative: +1

Speed: 10 ft. (2 squares), climb 10 ft.

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Bite +3 melee (1d2-5)

Full Attack: Bite +3 melee (1d2-5)

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

Special Attacks: Wing beat

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 1, Dex 12, Con 10, Int —, Wis 13, Cha 6

Skills: Climb +9

Feats: Lightning Reflexes(B)

Environment: Any

Organization: Solitary

Challenge Rating: 1/4

Alignment: Always neutral

Advancement: 1 HD (Diminutive); 2 HD (Tiny)

Level Adjustment: —

A tiny beetle with a beautifully colored shell, this insect produces a mellifluous humming noise as it beats its translucent wings.

These brightly colored beetles are prized for their pleasant humming sounds. Although flightless, hurrums can change their shell color along with the harmony they produce from their wing beats. Halflings find hurrums extremely pleasing, though when hungry they also find them delicious.

Combat

Very few creatures in the insect kingdom attract prey like the hurrum do.

Wing Beat (Ex): A hurrum can rub its wings together as a standard action, creating a pleasant and hypnotic sound. Creatures with **Intelligence** scores of 5 or less who hear the sound must make a **Will** save (**DC 10**) or become entranced by the sound, approaching as close as it can and then standing there **fascinated** for as long as the hurrum hums. The **save DC** is **Constitution** based.

Skills (Ex): A hurrum has a +8 racial bonus on **Climb checks**. It uses its **Dexterity** modifier instead of its **Strength** modifier for **Climb checks**. It can always choose to take 10 on a **Climb check**, even if rushed or threatened.

Hurrum Society

The hurrum sings only to mate. When multiple beetles come together a change in their humming can be heard. Opposite sexes produce harmonic sounds, while the same sex produces an unpleasant sound.

Remaining an hour or more in direct sunlight will kill a hurrum, as it attempts to cool itself by beating its wings, creating a sound that becomes higher pitched until it dies.

Jalath'gak

An enormous wasp more than a dozen feet long fills the air with the humming drone of its wings. The creature's legs end in long, sharp talons, and a pair of grasping mandibles snaps and chatters at the front of its head. Its body bulges with blood, and its carapace is patterned with light blue and dull black.

The jalath'gak is a strain of blood-drinking wasp domesticated by various kreen tribes and other enterprising groups. A terror in the wild, it is used as a beast of burden when trained, and the largest of the species can be used as mounts, albeit clumsy ones.

When domesticated, most jalath'gak are earthbound and used to drag heavy cargoes for their masters. They are rarely put to work when flying, as they pull and carry much less weight, and harnessing runs the risk of damaging the wings when these are in use. Only the very largest of the species are used as flying mounts, as they possess the hardiness and **Strength** to support heavy loads over long periods and the size to make harnessing a safe possibility.

The abdomen of the jalath'gak is used for storing blood or nectar and swells when full, taking on coloration appropriate to the fluid being stored. If rendered for drinking, the abdomen will yield up to 16 gallons of water and enough plasma to feed 32 Medium sized creatures, should they choose to stomach the stuff. Their transparent wings are much sought after by the artists of Raam and Draj as canvas material, and an undamaged set can fetch as much as 50 Cp in one of those cities.

Jalath'gaks are 13 feet long, but their brittle exoskeletons only weigh about 500 pounds. The average jalath'gak has a 20 foot wingspan.

Combat

Jalath'gaks are surprisingly able fliers for their size and will often hover ably in place, delivering crippling attacks to their earthbound targets. In combat, a jalath'gak will hover over a target and strike with all 6 talons, seeking to establish a grapple. If successful, it will bite with its mandibles and attempt to drain blood from the target.

Blood Drain (Ex): A jalath'gak drains blood from a grappled opponent, dealing 1d6 points of **Constitution** damage each round it maintains the hold.

Improved Grab (Ex): To use this ability, a jalath'gak must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood from its opponent.

Poison (Ex): Inhaled, **Fortitude DC 16**, initial damage paralysis 2d6 rounds, secondary damage none. The **save DC** is **Constitution**-based.

	Jalath'gak, Standard Large Vermin	Jalath'gak, Giant Huge Vermin
Hit Dice:	8d8+16 (52 hp)	15d8+60 (127 hp)
Initiative:	+2	+2
Speed:	20 ft. (4 squares), fly 60 ft. (good)	20 ft. (4 squares), fly 50 ft. (poor)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+6/+15	+11/+28
Attack:	Claw +10 melee (1d6+5)	Claw +18 melee (1d8+9)
Full Attack:	6 claws +10 melee (1d6+5) and bite +5 melee (1d8+2)	6 claws +18 melee (1d8+9) and bite +16 melee (2d6+4)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Blood drain, improved grab, poison	Blood drain, improved grab, poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +4, Will +2	Fort +13, Ref +7, Will +5
Abilities:	Str 20, Dex 14, Con 14, Int —, Wis 11, Cha 11	Str 28, Dex 14, Con 18, Int —, Wis 11, Cha 11
Skills:	—	—
Feats:	Hover(B), Wingover(B)	Hover(B), Multiattack(B), Wingover(B)
Environment	Deserts and plains	Deserts and plains
Organization:	Swarm (3-30)	Swarm (3-30)
Challenge Rating:	5	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-16 (Huge)	—
Level Adjustment:	—	—

A jalath'gak can exhale a burst of poisonous gas up to three times per day, filling a 15-foot-radius cloud centered on the jalath'gak.

Carrying Capacity: A light load for a jalath'gak is up to 266 pounds if airborne or 400 pounds when earthbound; a medium load, 267-530 pounds when airborne or 401-800 pounds when earthbound; a heavy load, 531-800 pounds when airborne or 800-1,200 pounds when earthbound. A jalath'gak can drag 4,000 pounds when airborne and 6,000 pounds when earthbound.

Jalath'gak Society

The jalath'gak (kreen for "they that seek and drain the blood of combat") live in large swarms in the wild, eschewing a hive structure for a roaming existence. Their eggs, dropped to hatch where they will on the desert sands, only have a 1 in 1,000 survival rate, but this is nevertheless enough to keep the population stable.

Jalath'gak interact with each other using pheromones, a fact that allows kreen and other intelligent insects to engage them in rudimentary communication. Non-insects, however, are forced to use magic or psionics to communicate with the jalath'gak, however.

Giant Jalath'gak

In the deep desert, the jalath'gak grow to truly immense sizes. These advanced members of the species, while rare, are much sought after as they make excellent beasts of burden and passable heavy aerial forces. In addition to the statistics listed above, giant jalath'gak differ from their smaller cousins in the following ways:

Blood Drain (Ex): A jalath'gak drains blood from a grappled opponent, dealing 2d6 points of **Constitution** damage each round it maintains the hold.

Poison (Ex): Inhaled, **Fortitude** DC 21, initial damage paralysis 3d6 rounds, secondary damage none. The save DC is **Constitution**-based.

Carrying Capacity: A light load for a giant jalath'gak is up to 1,600 pounds if airborne or 2,400 pounds when

earthbound; a medium load, 1,601-3,200 pounds when airborne or 2,401-4,800 pounds when earthbound; a heavy load, 3,201-4,800 pounds when airborne or 4,801-7,200 pounds when earthbound. A giant jalath'gak can drag 24,000 pounds when airborne and 36,000 pounds when earthbound.

Kank, Domestic

Kank, Domestic

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

Many kanks roam wild across the Tablelands, as well as being herded. These large, docile insects have black chitinous exoskeletons, which are divided into three sections: head, thorax, and abdomen. They can carry objects with their multi-jointed pincers, or use them in combat. Kanks are used as herd animals by the elves and others, as they thrive in any type of environment. Kanks require little attention, being natural hive creatures and, if left to their own devices, will automatically organize themselves into a hive, with workers, soldiers and a queen.

Combat

Improved Grab (Ex): To use this ability, a kank must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Kank Society

Kanks organize themselves into hives. Worker kanks secrete large globules of honey, which is used to feed the

	Kank, Domestic Worker Medium Vermin	Kank, Domestic Soldier Large Vermin	Kank, Domestic Brood Queen Large Vermin
Hit Dice:	1d8 (4 hp)	2d8+4 (13 hp)	3d8+9 (22 hp)
Initiative:	+4	-1	-1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14	13 (-1 size, -1 Dex, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple:	+0/+1	+1/+9	+2/+11
Attack:	Bite +1 melee (1d6+1)	Bite +4 melee (1d8+6 plus poison)	Bite +6 melee (1d8+7)
Full Attack:	Bite +1 melee (1d6+1)	Bite +4 melee (1d8+6 plus poison)	Bite +6 melee (1d8+7)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	Improved grab, poison	Improved grab
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., gas cloud, tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0	Fort +7, Ref -1, Will +1	Fort +6, Ref +0, Will +3
Abilities:	Str 12, Dex 10, Con 10, Int —, Wis 11, Cha 8	Str 18, Dex 9, Con 14, Int —, Wis 12, Cha 11	Str 20, Dex 9, Con 16, Int —, Wis 14, Cha 13
Skills:	—	—	—
Feats:	Improved Initiative(B)	Great Fortitude(B)	Endurance(B)
Environment	Any	Any	Any
Organization:	Solitary, pair, or hive (50-500)	Solitary, pair, or hive (50-500)	Hive (1 plus 50-500 soldiers and workers)
Challenge Rating:	1	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

young of the hive; soldiers act as guards, warriors and defenders of the hive, and the brood queen rules the hive by dint of her reproductive prowess.

Kanks are generally domesticated as mounts, beasts of burden or for their nectar. While kank nectar is quite delicious, however, only the most desperate of individuals will eat kank flesh. When a kank dies, its body produces chemicals that render its flesh foul-smelling and utterly unpalatable.

Kank exoskeleton can be used as armor, but it is very brittle and has to be treated properly to toughen it up some. Exoskeletons are sometimes used for construction of chitin golems.

From time to time, when a hive has reached a certain size, a brood queen will give birth to a younger queen. The hive will then split, with some workers and soldiers accompanying the new queen as she sets off to found a hive of her own.

Worker

Workers are the hive's laborers, drones and principal food producers. They secrete nectar in melon-sized globules along their workers' abdomens and provide this to other members of the hive when needed. Kank honey is very sweet and fetches a high price. It can sustain the food (but not water) requirements for a Medium creature for up to three weeks before requiring more substantial nourishment. Workers can weigh as much as 200-300 pounds, and are three feet in height and six to seven feet in length.

Combat

A worker only goes into combat when all the soldiers are dead or it is backed up into a corner. Workers strike with their pincers when in combat and try to get a hold.

Soldier

With powerful mandibles and a poisonous bite, soldier kanks are the warriors of their hive. When domesticated, soldier kanks are often used as caravan mounts, as they can travel for a full day at top speed while carrying a tremendous amount of weight for their size. Soldiers can weigh as much as 400 pounds, are four feet in height and eight feet in length.

Combat

A soldier is the first line of defense for the hive. A soldier strikes with its pincers when in combat and tries to get a hold. A soldier's bite is poisonous.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Brood Queen

The leader of the hive, a kank brood queen is loyally defended by her subjects at all times. Brood queens lay the hive's eggs, usually 20 to 50 at a time, and the soldiers will then fiercely defend the area until the eggs hatch. Kanks choose an area for egg laying that is near abundant amounts of vegetation for food.

Brood queens can weigh as much as 500 pounds, and are five feet in height and nine feet in length.

Combat

A brood queen avoids combat at all costs unless all the soldiers and food producers are dead, and/or she is backed up into a corner. Brood queens strike with their pincers when in combat and try to get a hold. If cornered, the brood queen will release a gas cloud as a last defense.

Gas Cloud (Ex): Once per day as a standard action, a kank brood queen can release a cloud of opaque gas in a 15-foot radius centered on the kank. Creatures within the cloud have concealment, and the queen typically uses this ability to escape a predator that has destroyed its eggs.

Rubbish Slug

Small Vermin

Hit Dice: 3d8+2 (15 hp)

Initiative: +1

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

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Bite +5 melee (1d6+1)

Full Attack: Bite +5 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Blindsight 60 ft., vermin traits

Saves: Fort +4, Ref +6, Will +1

Abilities: Str 11, Dex 13, Con 15, Int —, Wis 10, Cha 9

Skills: Hide +9, Survival +4

Feats: —

Environment: Silt

Organization: Solitary or pair

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

A four-foot-long slug slips from a nearby garbage heap, paying little heed to passersby.

Rubbish slugs inhabit the garbage that inevitably collects in the poorer quarters of Athas' city-states. The four-foot-long vermin are common in silt-side cities like Balic.

Combat

A rubbish slug attacks with its maw, a squishy opening ringed with tiny teeth.

Blindsight (Ex): Rubbish slugs have no visual organs and are immune to gaze attacks. They detect creatures and objects within 60 ft. using sound, scent, and vibration.

Skills: Rubbish slugs have a +4 racial bonus on **Hide** and **Survival** checks.

Sandcrawler

Tiny Vermin

Hit Dice: 2d8+2 (11 hp)

Initiative: +4

Speed: 15 ft. (3 squares), burrow 30 ft.

Armor Class: 16 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack/Grapple: +1/-11

Attack: Bite -1 melee (1d3-4)

Full Attack: Bite -1 melee (1d3-4)

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

Special Attacks: Implant larva

Special Qualities: Resistance to extreme temperatures

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

Abilities: Str 3, Dex 18, Con 12, Int —, Wis 13, Cha 9

Skills: —

Feats: —

Environment: Deserts

Organization: Solitary

Challenge Rating: 1/4

Alignment: Always neutral

Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

Level Adjustment: —

This soft, furry black caterpillar is pleasant to the touch. Over a foot long and six inches in height, it also has 20 short, stubby legs, and large bulbous eyes, making it very friendly and beautiful.

Sandcrawlers are lured by the heat and light of campfires. The sandcrawler approaches anyone sitting near the campfire quickly and cautiously, chittering softly and shyly and coming close to the flames. The creature will then nibble shyly on any offered crumbs, and is quick to allow itself to be petted, for the aim of the sandcrawler is to snuggle up close next to someone, appearing to fall asleep, then leave a few moments after everyone else is asleep, having implanted its larva in its dormant victim.

Sandcrawler flesh is inedible. Its fine fur, however, is prized by the feral halflings, who find its insulating properties very useful. Feral halflings also know of a technique that will extract an analgesic toxin from the creature, and use it on their darts to induce sleep.

Combat

Sandcrawlers are very passive and only attack if cornered or angered. The ultimate goal of the sandcrawler, when it is near humanoids or other mammals, is to reproduce by using its implant larva special attack. Despite this, the sandcrawler is pretty harmless.

Implant Larva: The sandcrawler, when licked or exposed to any bare flesh, will implant a small embryo by secreting a flesh-numbing liquid from glands in its belly. This renders a patch of flesh numb within one minute. The sandcrawler then deposits a single egg just under the flesh of the host via a needlelike ovipositor. This entire process takes six minutes, one minute for the flesh to numb and another five minutes for the egg to be deposited in the host. If the sandcrawler is disturbed during any of this time, then no egg will be implanted. Once the sandcrawler implants the egg, it leaves.

The egg grows for four days, dealing 1 point of temporary **Constitution** damage to its host each day. A **Heal** or **Search** check (DC 20) locates a raised, red welt over the growing larva. Cutting the larva out deals the host 1d4 points of damage.

If not removed, the egg bursts free after the fourth day, and a noncombatant sandcrawler young drops off and burrows into the sand. The burst welt deals 2d8 points of nonlethal damage to the host, who must make a **Fortitude** save (DC 11) or fall unconscious from the pain for 1d4 hours. The save DC is **Constitution**-based.

Resistance to Extreme Temperatures (Ex): Sable sandcrawlers have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat.

Sandcrawler Society

Sandcrawlers are solitary creatures, burrowing under the sand to sleep during the day, and wandering the surface only at night to hunt for food and search for water in the form of dew. The black fur of the sandcrawler is composed of tiny, hollow tubes, which draw moisture into the creature's body. The sandcrawler also eats small insects and reptiles.

If the sandcrawler, when looking to reproduce, can't find humanoid hosts, it will settle for animal hosts. It uses its fur to attract animal hosts by releasing small amounts of water from it. When the animal takes the bait and licks the sandcrawler, it implants the egg along with the small amount of water it released.

Scorpion, Athasian

Barbed Scorpion

An incredibly large scorpion the color of grey sand, this creature sports wicked barbs that jut from its exoskeleton at all manner of angles, cloaking the beast in a protective swathe of spines.

Barbed scorpions are enormous predators that hunt alone or in packs throughout the deserts of the Tablelands. They are covered with protruding spikes that can inflict terrible injuries on those that come too close or are snared in the scorpion's deadly claws. The den of a

barbed scorpion may sometimes contain remnants of undigested meals or their equipment, and canny travelers know that daring the shortsword-sized stinger of a barbed scorpion can sometimes yield profitable results.

An adult barbed scorpion grows to be a dozen feet long, with a dusty grey or tan carapace. They make a clacking racket as they move, their spines hammering one against the other.

Combat

A barbed scorpion is a ferocious opponent that attacks any living thing that it encounters. It attacks in a wild, flailing frenzy, utilizing the full attack option to strike with all of its attacks each round. It always attempts to grapple, crush and sting any target it can. The creature is not immune to its own venom. Because of the 2-foot long barbs that jut from the scorpion's carapace, it deals increased constriction damage. Furthermore, foes that physically attack the scorpion run the risk of impaling themselves on its spines.

Barbs (Ex): Creatures striking a barbed scorpion with unarmed strikes or natural weapons must make a Reflex save (DC 14) or suffer 1d6+2 points of damage from the scorpion's barbs. The save DC is **Dexterity**-based.

Improved Constrict (Ex): A barbed scorpion deals 2d6+7 points of damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed scorpion must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): **Injury, Fortitude** DC 17, initial and secondary damage 1d4 Con. The save DC is **Constitution**-based.

Skills: A barbed scorpion has a +4 **racial bonus** on **Climb, Hide, and Spot** checks.

	Barbed Scorpion Large Vermin	Gold Scorpion Tiny Vermin
Hit Dice:	9d8+18 (58 hp)	2d8+2 (11 hp)
Initiative:	+0	+0
Speed:	50 ft. (10 squares)	20 ft. (4 squares)
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19	14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15	+1/-2*
Attack:	Claw +10 melee (1d6+5)	Claw +3 melee (1d2-3)
Full Attack:	2 claws +10 melee (1d6+5) and sting +5 melee (1d6+2 plus poison)	2 claws +3 melee (1d2-3) and sting -2 melee (1d2-3 plus poison)
Space/Reach:	10 ft./5 ft.	2-1/2 ft. /0 ft.
Special Attacks:	Barbs, improved constrict 2d6+7, improved grab, poison	Improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +8, Ref +3, Will +3	Fort +4, Ref +0, Will +0
Abilities:	Str 20, Dex 11, Con 15, Int —, Wis 10, Cha 2	Str 5, Dex 10, Con 13, Int —, Wis 10, Cha 2
Skills:	Climb +9, Hide +0, Spot +4	Climb +1, Hide +12, Spot +4
Feats:	—	Weapon Finesse(B)
Environment:	Deserts	Deserts
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	5	1
Treasure:	1/10 coins; 50% goods; 50% items	—
Alignment:	Always neutral	Always neutral
Advancement:	10-18 HD (Huge)	3-4 HD (Small), 5-6 HD (Medium)
Level Adjustment:	—	—

Gold Scorpion

A golden scorpion the length of a man's arm scuttles out of the shadows, the sun glimmering off its carapace.

The gold scorpion is a breed of scorpion found throughout Athas, named for its shining exoskeleton. It prefers to secret itself in a hidden nook and then rush forward to strike with its stinger. The gold scorpion has a well-deserved reputation for fatalities, but this is as much derived from its lairing habits as it is from the **Strength** of its venom.

Combat

The gold scorpion will strike with its stinger, using its claws to grapple and cling to a target while it delivers its venom. It will attempt to flee if severely injured and seek to hide in some inconspicuous cranny until its wounds are healed.

Improved Grab (Ex): To use this ability, a gold scorpion must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. *Gold scorpions have a +8 racial bonus on grapple checks.

Poison (Ex): Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

Skills: A gold scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Voracious beasts that swarm in the thousands across the Tablelands, Athasian locusts are larger and fiercer than their regular counterparts. Their savage jaws deal ripping wounds that can strip flesh to the bone in seconds.

Combat

Athasian locusts are single-minded in their approach. An Athasian locust swarm will surround a target, attacking it exclusively until it is stripped bare before moving on to the next meal. A swarm deals 5d6 damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turns with an Athasian locust swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills (Ex): An Athasian locust swarm receives a +4 racial bonus on Listen and Spot checks.

Mini-Kank Swarm

A swarming mass of winged insects resembling tiny kanks the size of your hand flutters through the air on three-inch long gossamer wings.

Mini-kanks resemble their namesakes save for the fact that they are only 5 inches long and have 3-inch wings. They are bloodsuckers, however, and their seasonal migrations present a constant problem for travelers and herders of all kinds.

Combat

Mini-kanks bite and seek to draw blood from their targets. A mini-kank swarm deals 3d6 damage to any creature whose space it occupies at the end of its move.

Blood Drain (Ex): Each creature that begins its turn with a mini-kank swarm in its space suffers 1d6 points of Constitution damage from blood loss as the mini-kanks feed (Reflex DC 17 half). The save DC is Dexterity-based

Swarm, Athasian

Locust Swarm, Athasian

A roiling cloud of cricket-like insects, each over eight inches long, blackens the sky with the beating of thousands upon thousands of whirring wings.

	Locust Swarm Diminutive Vermin (Swarm)	Mini-Kank Swarm Fine Vermin (Swarm)
Hit Dice:	8d8-8 (28 hp)	4d8 (18 hp)
Initiative:	+3	+3
Speed:	10 ft. (2 squares), fly 50 ft. (average)	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14	21 (+8 size, +3 Dex), touch 21, flat-footed 18
Base Attack/Grapple:	+6/—	+3/—
Attack:	Swarm (3d6)	Swarm (1d6)
Full Attack:	Swarm (3d6)	Swarm (1d6)
Space/Reach:	10 ft./0 ft.	10 ft./0 ft.
Special Attacks:	Distraction	Blood drain, distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits	Darkvision 60 ft., immune to weapon damage, tremorsense 30 ft., swarm traits, vermin traits
Saves:	Fort +5, Ref +5, Will +2	Fort +4, Ref +4, Will +1
Abilities:	Str 2, Dex 16, Con 9, Int —, Wis 10, Cha 2	Str 3, Dex 16, Con 10, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4	Listen +3, Spot +4
Feats:	Improved Natural Attack (bite)(B)	—
Environment	Plains	Plains
Organization:	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)
Challenge Rating:	4	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None
Level Adjustment:	—	—

and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turns with a mini-kank swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills (Ex): An Athasian mini-kank swarm receives a +4 racial bonus on Listen and Spot checks.

Vermin, Innocuous

Diminutive Vermin

Hit Dice: 1/4 d8 (1 hp)

Initiative: +1

Speed: 5 ft. (1 square)

Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14

Base Attack/Grapple: +0/-21

Attack: —

Full Attack: —

Space/Reach: 1 ft./0 ft.

Special Attacks: Poison (mulworm only)

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 1, Dex 12, Con 11, Int —, Wis 10, Cha 2

Skills: —

Feats: —

Environment: Any

Organization: Solitary, Colony (1-10)

Challenge Rating: None

Alignment: Always neutral

Advancement: 1 HD (Diminutive); 2 HD (Tiny)

Level Adjustment: —

Several vermin have the similar statistics, differing mostly in their appearance and function in Athasian ecology. Refer to the above statistics block for the following vermin.

Ock'n

A tiny snail inches along, leaving an amber trail of resin as it moves.

Ock'n are small snails. They leave behind a trail of an amber-like liquid that has many household uses. Ock'n communicate to other gastropods via eyestalk movements, conveying the simplest of concepts.

Unpalatable but good for jewelry, ock'n spend each day looking for food and moisture. The amber resin they secrete dries and becomes hard as stone, but only has a quarter of stone's weight. This resin is used in coating weapons, waterproofing materials, and sealing perishables. Ock'n produce only 1/8 of a fluid ounce of this resin each day.

Ock'n are harmless snails with no attack form whatsoever.

Ock'n live in loose colonies of odd numbered groups. If the number ever goes even, one dies or is killed by the others. Ock'n breathe through exposed skin.

Mulworm

This eight-inch-long, segmented caterpillar has an ivory-colored body and two feathery feelers at the top of its bullet-shaped head.

A curious creature that exists only to feed itself in preparation for its metamorphosis into a butterfly, the mulworm lives in great colonies clustered on berry trees. The mulworm secretes a fluid that nurtures the host tree, allowing the caterpillar to feed longer. Despite the fact that they possess no natural attacks, mulworms are feared because the fluid they secrete is highly poisonous.

Farmed in the thousands for the silk they produce during pupation, mulworms metamorphose after 10 days into butterflies, mate to produce the next generation, and then die.

Combat

A creature that comes into contact with mulworm secretion, either by killing one and being splashed or by direct physical contact, runs the risk of being poisoned, suffering a rash and a debilitating weakness of the immune system. Far worse than the contact venom is the application of mulworm secretion through ingestion or a wound. Although the poison itself is not particularly strong, those who succumb to it frequently perish, as it attacks their body's ability to defend itself from other infections. Thankfully, mulworm secretion becomes inert within 5 minutes of being harvested from the creatures' bodies.

Poison (Ex): Contact, Fortitude DC 10, initial damage 2d6 Dex, secondary damage 1d6 Con. The save DC is Constitution-based.

Ingested or Injury, Fortitude DC 12, initial damage 1d6 Con, secondary damage 1d6 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Renk

This animal is a small, white slug that is swollen with retained moisture.

Renk develop a symbiotic relationship with humanoid creatures. This harmless, tasteless slug stores water and can be consumed raw, and are often used for water storage on long desert trips.

These harmless slugs have no attack form. They live off of creatures or individuals, gaining nourishment from licking the salt, sweat, and dead skin of the host.

Renk are taken on long desert trips and consumed alive. They hold 1/2 cup of water; therefore, an active Medium humanoid would need 32 renk daily to fulfill his water requirements.

Renk mate in stagnant water or rotting grain, where they can produce a dozen or so offspring that will mature in 3-4 weeks. If renk are exposed to direct sunlight for more than 25 rounds they shrivel and die.

Watroach (War Beetle)

Gargantuan Vermin

Hit Dice: 15d8+75 (142 hp)

Initiative: -1

Speed: 20 ft.

Armor Class: 17 (-4 size, -1 Dex, +12 natural), touch 5, flat-footed 17

Base Attack/Grapple: +11/+33

Attacks: Bite +17 melee (3d6+10)

Full Attack: Bite +17 melee (3d6+10) and 2 slams +12 melee (1d12+5)

Space/Reach: 20 ft./15 ft.

Special Attacks: Trample 1d12+15, improved grab, swallow whole

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +14, Ref +4, Will +6

Abilities: Str 30, Dex 9, Con 20, Int —, Wis 13, Cha 3

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 10

Alignment: Always neutral

Advancement: 16-30 HD (Gargantuan); 31-45 HD (Colossal)

Level Adjustment: —

This walking hive is supported by six short legs extending from its central limb cluster, and has a very wide, low hanging head ringed with sharp teeth and flanked by deadly pincers.

This very large insect, which has a black or deep purple exoskeleton, is broken up into three sections: head, hive chamber, and thorax. It also has a very sticky, hollow tongue, which it uses to attack and consume its prey, which is mostly insects ranging in size from Small to Large. It is able to use its tongue to grab insects that hide under rocks or in crevices, while it can also suck smaller insects through the hollow part of its tongue and straight into its gullet.

The thorax is a storehouse of digested foods and liquids for the adult watroach, and is connected to the central hive chamber where millions of infant, drone watroaches, each less than one-inch long serve the gestating proto-adult at the center of the hive.

Watroaches have no language of their own and don't notice other passing adults. The only way to communicate to a watroach is via psionics or magic.

The adult watroach lives only to feed, so that the hive chamber is fruitful when it dies. The drones bath, feed, and otherwise maintain the proto-adult until the adult gets too old to move. Once this happens the proto-adult grows rapidly to full size, which takes about three days. When doing this it ingests the remaining nutrients of its parent's thorax and most of the hive material, literally eating its way out of the hive chamber. The proto-adult is nearly full-grown after this, having its own hive chamber filled with drones and a new proto-adult inside. The remaining original drones go on to serve the new adult, but most perish with the birth of the new adult.

Watroaches are solitary creatures in one sense and entire communities in yet another. Adults don't travel or hunt together. In truth, however, each adult carries millions of drones and a proto-adult within itself, making it a complete walking, self-sustaining, community.

Combat

Watroach are aggressive vermin and attack with their bite and use their two forelegs as slam attacks. If there are multiple targets lumped together near the watroach, they will attempt to trample them instead.

Improved Grab (Ex): To use this ability, a watroach must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A watroach can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+10 points of crushing damage plus 12 points of acid damage per round from the watroach's digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan watroach's interior can hold 2 Huge, 4 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based.

Wezer

Enormous flying insects the size of a man, with multifaceted eyes, thin limbs and broad, translucent wings, they come humming forth from their domed hives that dot the desert landscape.

Wezers are a highly social species of giant insect that dwells in a rigidly structured society. Presided over by a large, flightless brood queen, they are also comprised of a soldier caste that watches over the activities of workers and water fetchers, all laboring together to provide food, water and shelter for the queen and her larvae.

Although wezers are omnivorous and subsist largely on a diet of honey and water, they are feared because of their tendency to abduct travelers and take them to the hive, where they are used as live hosts for gestating wezer larvae.

Wezer hives are large, domed structures that exist largely below ground, but have several central chambers with dome-shaped roofs of resin. Rising some five to eight feet above the surface of the desert, the domes conceal chambers ten to twenty feet deep, often hung with food globes and the bodies of wezer hosts.

Soldiers, worker and water-fetchers are all some 6 feet in length, weighing about 300 lbs. The bulkier brood queen is larger – up to 7 feet long – and weighs as much as 600 lbs.

Combat

Workers and water fetchers will not enter combat unless forced to. They would rather retreat and wait for soldiers to deal with any threats.

Skills: Wezers have a +5 racial bonus on Spot checks.

	Worker/Water Fetcher Medium Vermin	Wezer Soldier Medium Vermin	Wezer Brood Queen Medium Vermin
Hit Dice:	2d8+2 (11 hp)	2d8+4 (13 hp)	5d8+15 (37 hp)
Initiative:	+1	+1	+0
Speed:	10 ft. (2 squares), fly 60 (average)	10 ft. (2 squares), fly 60 (average)	10 ft. (2 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+1	+1/+3	+3/+6
Attack:	Sting +2 melee (1d4)	Sting +3 melee (1d6+3 plus poison)	Sting +7 melee (1d6+4 plus implant egg)
Full Attack:	Sting +2 melee (1d4)	Sting +3 melee (1d6+3 plus poison)	Sting +7 melee (1d6+4 plus implant egg)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Poison	Implant egg
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +4, Ref +1, Will +0	Fort +5, Ref +1, Will +0	Fort +7, Ref +1, Will +2
Abilities:	Str 11, Dex 13, Con 12, Int —, Wis 10, Cha 2	Str 15, Dex 12, Con 14, Int —, Wis 10, Cha 3	Str 16, Dex 10, Con 16, Int —, Wis 12, Cha 3
Skills:	Spot +5	Spot +6	Spot +9
Feats:	Weapon Finesse(B)	—	Weapon Focus (sting) (B)
Environment	Deserts	Deserts	Deserts
Organization:	Brood (10-200)	Patrol (5-20)	Solitary
Challenge Rating:	1/2	1	3
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-4 (Large)	3-4 (Large)	6-10 (Large)
Level Adjustment:	—	—	—

Soldier

Soldier wezers are aggressive, persistent, and relentless in the pursuit of their foes. They are bred to strike with their poisoned stingers and attempt to drag paralyzed prey back to the hive.

Poison (Ex): Injury, **Fortitude** DC 13, initial damage unconsciousness for 1 minute, secondary damage unconsciousness for 2d4 days. The **save** DC is **Constitution**-based.

Brood Queen

The brood queen, while largely immobile, will not hesitate to defend herself or her hive. Each blow from her stinger, however, also carries the possibility of becoming impregnated with a wezer egg.

Implant Egg (Ex): If a wezer brood queen scores a successful blow with her stinger, the target must make a successful **Fortitude Save** (DC 15) to avoid becoming infected with a wezer egg. The **save** DC is **Constitution**-based. An infected target suffers an additional 1d6 points of damage, and for five days afterwards takes 1d4 points of **Constitution** damage per day. After the fifth day, the larva hatches through the wound, dealing another 1d6 points of damage. A *remove disease* spell kills an unborn larva and prevents further **Constitution** damage, as does a **Heal** check (DC 25), though the surgery deals 1d6 points of damage to the victim.

Wezer Society

Wezer larvae gestate inside living hosts and so one of the soldiers' primary tasks is to find suitable hosts, paralyze them with a poisoned stinger blow and return them to the hive. The queen, who never leaves the hive, then implants her eggs into the hosts, while workers tend to her needs.

Water fetchers spend their days collecting water for the hive, which is either used as-is or in the preparation of honey, chief food source in a wezer colony. Workers not engaged in tending to the queen and her larvae, or in the expansion of the hive, prepare and store both honey and water in waxy containers that are hung in the hive chambers and used by all hive members, young and old alike.

Jhakar, Advanced

Druid Animal Companions

The following are advanced versions of animals found in this document that are suitable as druid companions.

Hatori, Advanced

Gargantuan Animal

Hit Dice: 17d8+119 (195 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 18 (-4 size, +1 Dex, +11 natural), touch 7, flat-footed 17

Base Attack/Grapple: +12/+36

Attack: Bite +20 melee (3d6+18) or tail slap +20 melee (2d6+18)

Full Attack: Bite +20 melee (3d6+18) or tail slap +20 melee (2d6+18)

Space/Reach: 20 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +17, Ref +11, Will +8

Abilities: Str 34, Dex 13, Con 24, Int 2, Wis 13, Cha 9

Skills: Listen +11, Spot +11

Feats: Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Power Attack

Environment: Deserts

Organization: Solitary (50% with noncombatant young)

Challenge Rating: 9

Treasure: 1/5 coins, 50% goods, 50% item (no leather or perishable items)

Alignment: Always neutral

Advancement: 18-24 HD (Gargantuan)

Level Adjustment: —

Combat

Swallow Whole (Ex): An advanced hatori can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+18 points of crushing damage plus 4 points of acid damage per round from the hatori's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan hatori's interior can hold 2 Huge, 4 Large, 8 Medium, 16 Small, or 64 Tiny or smaller opponents.

Medium Animal

Hit Dice: 6d8+6 (33 hp)

Initiative: +6

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +4/+10*

Attack: Bite +6 melee (1d8+3)

Full Attack: Bite +6 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Attack: Improved grab, pulldown

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 14, Dex 14, Con 13, Int 3, Wis 12, Cha 8

Skills: Listen +4, Spot +4, Survival +4*

Feats: Improved Initiative, Track, Weapon Finesse(B)

Environment: Deserts

Organization: Solitary, Pack (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Combat

Pulldown (Ex): +6 check modifier.

Kluzd, Advanced

Large Animal

Hit Dice: 7d8+21 (52 hp)

Initiative: +7

Speed: 30 ft. (6 squares), burrow 30 ft.

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

Base Attack/Grapple: +3/+16*

Attack: Bite +8 melee (1d8+6)

Full Attack: Bite +8 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d8+6, improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 18, Dex 14, Con 16, Int 1, Wis 12, Cha 2

Skills: Hide +4, Intimidate +5, Spot +4

Feats: Improved Initiative, Improved Natural Armor, Power Attack

Environment: Silt

Organization: Solitary or nest (3-10)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Combat

Swallow Whole (Ex): Once inside, the opponent takes 1d8+6 points of crushing damage plus 4 points of acid damage per round from the kluzd's stomach.

Lirr, Advanced

Large Animal
Hit Dice: 11d8+44 (93hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +8/+17
Attack: Claw +12 melee (1d6+5)
Full Attack: 2 claws +12 melee (1d6+5) and bite +10 melee (2d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, rake 1d6+2, stun
Special Qualities: Low-light vision
Saves: Fort +11, Ref +7, Will +4
Abilities: Str 20, Dex 10, Con 18, Int 1, Wis 12, Cha 11
Skills: Hide +8, Jump +13, Listen +4, Spot +4
Feats: Alertness, Combat Reflexes, Improved Initiative, Multiattack
Environment: Deserts
Organization: Pack (2-12)
Challenge Rating: 7
Treasure: None
Alignment: Neutral
Advancement: 12-15 HD (Large)
Level Adjustment: —

Combat

Stun (Ex): Fortitude DC 19.

believe that the energies of the Rebirth first led to their mutation into voracious monsters, while others hold that the fiercely competitive cauldron that is the Last Sea has allowed these creatures to evolve. Dire sharks attack anything they perceive to be edible, even the squark itself (although such encounters invariably end badly for the sharks). These monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire athasian sharks bite with their powerful jaws, swallowing smaller creatures in one gulp. They roam the waters of the Last Sea, preying upon all that they encounter.

Improved Grab (Ex): To use this ability, a dire athasian shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire athasian shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex): A dire athasian shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+9 points of bludgeoning damage plus 8 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire athasian shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Skills: A dire athasian shark has a +8 racial bonus on any **Swim** check to perform some special action or avoid a hazard. It can always choose to take 10 on a **Swim** check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Shark, Advanced

Dire Athasian Sharks

These hideous beasts are the most feared predators of the Last Sea, second only to the mighty squark. Some

	Athasian Shark, Huge Huge Animal (Aquatic)	Athasian Shark, Dire Huge Animal (Aquatic)
Hit Dice:	10d8+20 (65 hp)	18d8+66 (147 hp)
Initiative:	+6	+2
Speed:	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
Armor Class:	17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+7/+21	+13/+27
Attack:	Bite +11 melee (2d6+9)	Bite +17 melee (3d6+9)
Full Attack:	Bite +11 melee (2d6+9)	Bite +17 melee (3d6+9)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	—	Improved grab, swallow whole
Special Qualities:	Blindsense 30 ft., keen scent	Keen scent
Saves:	Fort +11, Ref +9, Will +6	Fort +14, Ref +13, Will +12
Abilities:	Str 22, Dex 15, Con 15, Int 2, Wis 12, Cha 2	Str 23, Dex 14, Con 17, Int 4, Wis 12, Cha 10
Skills:	Listen +10, Spot +9, Swim +14	Listen +12, Spot +11, Swim +14
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will	Improved Natural Armor, Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment:	Aquatic (The Last Sea)	Aquatic (The Last Sea)
Organization:	Solitary, school (2-5), or pack (6-11)	Solitary or school (2-5)
Challenge Rating:	4	9
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11-17 HD (Huge)	8-9 HD (Large)
Level Adjustment:	—	—

ToA CR List

Critic	¼	Silt Eel	1
Hurrum	¼	Silt Serpent	1
Kip	¼	Silt Spider	1
Sandcrawler	¼	Ssurran	1
Shaqat Beetle	¼	Tarek	1
		Tari	1
Dustgull	1/3	Thri-Kreen	1
		Villich	1
Aarakocra	½	Wezer, Soldier	1
Aprig	½	Xerichou	1
Bogo Snake	½	Zhackal	1
Boneclaw, Lesser	½		
Conashellae	½	Antloid, Worker	2
Dragon Beetle	½	Baazrag	2
Dwarf	½	Carru, Bull	2
Elf	½	Cave Fisher	2
Gith	½	Dew Frond	2
Gorak	½	Dolphin, Athasian	2
Half-Elf	½	Dune Freak	2
Halfling	½	Dunecrab	2
Jankx	½	Dust Glider	2
Kes'trekel	½	Floater	2
Kivit	½	Hej-Kin	2
Kreel	½	Kank, Domestic Soldier	2
Magma Incarnation Gorak	½	Kluzd	2
Mole Boar	½	Lizard, Giant	2
Mul	½	Mini-Kank Swarm	2
Nikaal	½	Razorwing	2
Pterran	½	Sand Cactus	2
Silt Runner	½	Scrab	2
Silt Spawn	½	Screamer Beetle	2
Sitak	½	Shark, Athasian	2
Skyfish	½	Slig	2
Sun Incarnation Kes'trekel	½	Tagster	2
Sygra	½		
Wezer, Worker/Water Fetcher	½	Antloid, Dynamis	3
Wrab	½	Belgoi	3
Z'Tal	½	Bloodgrass, Plains	3
		Bloodvine	3
Carru	1	Blossomkiller	3
Dray	1	Bog Wader	3
Erdland	1	Boring Beetle	3
Erdlu	1	Brain Seed	3
Gold Scorpion	1	Bvanen	3
Half-Giant	1	Crodlu	3
Jhakar	1	Crodlu, Heavy	3
Jozhal	1	Erdland (psionic)	3
Kank, Domestic Worker	1	Fordorran	3
Lask	1	Hunting Cactus	3
Lizardfolk, Athasian	1	Inix	3
Mindhome Folk	1	Jaguar	3
Paraelemental, Rain (Small)	1	Jhakar, Advanced	3
Paraelemental, Silt (Small)	1	Kank, Domestic Queen	3
Paraelemental, Sun (Small)	1	Lirr	3
Psionocus	1	Mountain Spider	3
Rasclinn	1	Mud Fiend	3
Rock Cactus	1	Paraelemental, Rain (Medium)	3
Rock Cactus, Bloodsucking	1	Paraelemental, Silt (Medium)	3
Rubbish Slug	1	Paraelemental, Sun (Medium)	3
		Pit Snatcher	3

Pterrax	3	Elemental Beast, Earth	6
Raakle	3	Elemental Beast, Fire	6
Reggelid	3	Fire Lizard	6
Ruve	3	Half-Magma Feylaar	6
Sand Howler	3	Half-Sun Dwarf Cleric	6
Silt Horror, Black	3	Hatori	6
Silt Serpent, Giant	3	Mastyrial, Black	6
Spider Cactus	3	Paraelemental Beast, Magma	6
Strine	3	Paraelemental Beast, Rain	6
Takis	3	Paraelemental Beast, Silt	6
Tigone	3	Paraelemental Beast, Sun	6
Tul'k	3	Poisonweed	6
Water Beetle	3	Scrab Nest Mother	6
Wezer, Brood Queen	3	Silt Horror, Brown	6
		Zik-trin'ta	6
Air Incarnation Raakle	4		
Antloid, Soldier	4	Aviarag	7
Black Touched Bog Wader	4	Dune Reaper, Warrior	7
Boneclaw, Greater	4	Fire Incarnation Giant Constrictor Snake	7
Cha'thrang	4	Jade Golem	7
Crodlu, Heavy Warmount	4	Kirre	7
Dagorran	4	Lirr, Advanced	7
Dark Spider, Warrior	4	Mastyrial, Desert	7
Defiled Bloodgrass	4	Paraelemental, Rain (Huge)	7
Elven Rope	4	Paraelemental, Silt (Huge)	7
Feylaar	4	Paraelemental, Sun (Huge)	7
Giant, Shadow	4	Puddingfish	7
Kalin	4	Rhinoceros Beetle	7
Kluzd, Advanced	4	Ruktoi	7
Lizard, Jastrak	4	Sand Mother	7
Lizard, Subterranean	4	Silt Horror, Gray	7
Locust Swarm, Athasian	4	Silt Horror, Magma	7
Magera	4	Sloth, Athasian	7
Mountain Spider (psionic)	4	Zik-trin'ak	7
Pakubrazi	4		
Rain Incarnation Takis	4	Dagolar Slime	8
Shark, Athasian (Huge)	4	Dune Reaper, Matron	8
Silk Wyrm	4	Dune Trapper	8
T'Chowb	4	Klar	8
Wall Walker	4	Mountain Stalker	8
		Obsidian Retriever	8
Antloid, Queen	5	Silt Weird	8
Barbed Scorpion	5	Slimahacc	8
B'rohg	5		
Elemental Beast, Water	5	Dark Spider, Queen	9
Fire Eel	5	Gaj	9
Flailer	5	Guardian Warrior	9
Id Fiend	5	Guardian Watcher	9
Jalath'gak	5	Hatori, Advanced	9
Lizard, Minotaur	5	High Drik	9
Paraelemental, Rain (Large)	5	Lizardfolk, King Nelyrox of Nesthaven	9
Paraelemental, Silt (Large)	5	Magma Golem	9
Paraelemental, Sun (Large)	5	Paraelemental, Rain (Greater)	9
Psi-Shadow	5	Paraelemental, Silt (Greater)	9
Sand Bride	5	Paraelemental, Sun (Greater)	9
Silt Horror, Red	5	Sharg	9
Silt Incarnation Greater Boneclaw	5	Shark, Athasian (Dire)	9
Spinewyrm	5	Silt Horror, White	9
Tembo	5		
Trin	5	Bear, Athasian	10
Tyrian Slime	5	Earth Incarnation Gaj	10
Water Incarnation Dagorran	5	Giant, Desert	10
		Half-Air Drake Mountain Stalker	10
Bloodgrass, Jungle	6	Jalath'gak, giant	10
Burnflower	6	Sink Worm	10
Crystal Spider	6	Strangling Vine	10
Dark Spider, Defiler	6	Thrax Half-Elf Ranger	10
Dark Spider, Psion	6	Treant, Athasian	10
Dune Reaper, Drone	6	Watroach	10
Elemental Beast, Air	6		

Giant, Beasthead	11+	Drake, Water	15
Giant, Crag	11	Guardian Seer	15
Half-Silt Dray Defiler	11		
Paraelemental, Rain (Elder)	11	Drake Silt	17
Paraelemental, Silt (Elder)	11	Drake, Earth	17
Paraelemental, Sun (Elder)	11	Drake, Magma	17
Rock Golem	11	Drake, Rain	17
Braxat, Athasian	12	Drake, Sun	18
Cistern Fiend	12	Sand Worm	18
Drik	12		
Giant, Plains	12	Drake, Air	19
Guardian Laborer	12		
Korinth	12	Squark	20
Mekillot	12		
Roc, Athasian	12	Black Touched	+1
Salt Golem	12	Defiled	+1
		Gray Touched	+1
Gray Touched Mekillot	13	Guardian	+2
Half-Rain Crag Giant	13	Half-Drake	+2
Styr	13	Half-Elemental	+2
		Chanth	+special
Sand Vortex	14	Elemental Incarnation	+special
		Pakubrazi-Tainted	+special
Drake, Fire	15	Thrax	+special

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