

Dark Sun Monsters

Part Two

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Last issue's *POLYHEDRON* section presented **DARK SUN**, a D&D campaign set on the blasted desert world of Athas, where life is cheap and each sandstorm brings the promise of sightless death. The campaign setting first appeared just over a decade ago, and last issue's *DM's Guide to DARK SUN* featured several new and familiar creatures from the world of Athas. We didn't quite have room to cover every monster we wanted to, however, which is where this addendum comes in. While these creatures are suitable for any D&D campaign, to make the most of them you'll want a copy of *DUNGEON* #110 and the *Expanded Psionics Handbook*.

Monster Types

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

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

Belgoi

Medium Humanoid (Belgoi) (Psionic)

Hit Dice: 4d8 (18 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/+4

Attack: Claw +4 melee (1d4+1 plus 1d3 Con)

Full Attack: 2 claws +4 melee (1d4+1 plus 1d3 Con)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, Constitution drain

Special Qualities: Low-light vision

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 13, Dex 13, Con 10, Int 7, Wis 14, Cha 13

Skills: Hide +5, Move Silently +5, Survival +5.

Feats: Stealthy, Track

Environment: Warm desert

Organization: Gang (4-9), tribe (10-40 plus 50% noncombatants and 1 4th-level leader and 1d3 2nd-level sergeants

and 1d6 inixes or 1d6 kanks).

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +4

The creature appears human at first glance, but the long claws on the ends of its fingers, the puckered, toothless mouth, and the webbed, three-toed feet indicate otherwise. It is dressed in rags and a ceramic bell hangs from a cord around its neck.

Belgois roam the wastes beyond the city-state walls, assaulting unwary travelers and using psi-like abilities to lure victims into carefully planned ambushes.

A belgoi is 6 feet tall and weighs 150 pounds.

Combat

Belgois like to sneak up on an encampment, then use *attraction* on the bells they wear to lure guards away from the safety of the camp. They then either attack the now-defenseless camp or walk the guards into an ambush.

Constitution Drain

(Su): Creatures hit by a belgoi's claw attack must succeed on a DC 12 Fortitude save or take 1d3 points of Constitution damage. The save DC is Constitution-based. Unlike undead with this ability, belgois don't gain temporary hit points when they drain Constitution.

Psi-Like Abilities

(Sp): At will—*attraction* (+6 bonus on interaction checks, DC 14*), *mass misiv* (640 ft. range, DC 14*); 1/day—*ego whip* (DC 13), *psionic blast* (DC 14). Manifester level 5th. The save DCs are Charisma-based.

*Includes augmentation for the belgoi's manifester level.



Belgoi Society

Belgois eke out their meager survival by eating the foes they ambush. They have no stomach for a fair fight, and the entire tribe usually moves on when merchant patrols or soldiers from a nearby city-state threaten them. They are nomadic and don't keep anything they can't carry.

Because belgois are such notorious raiders of small villages and trade caravans, they're usually attacked on sight by armies and militias that guard smaller settlements. No dragon-king tolerates a belgoi tribe within five days travel of his city.

Dune Reaper

Drone

Large Magical Beast

Hit Dice: 8d10+24 (68 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: +8/+19

Attack: Claw +15 melee (1d8+7)

Full Attack: 2 claws +15 melee (1d8+7) and mandibles +10 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, rend

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

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 24, Dex 14,

Con 16, Int 1, Wis 13, Cha 11

Skills: Jump +16, Listen +5,

Spot +5, Survival +4

Feats: Cleave, Power Attack, Weapon Focus (claw)

Environment: Warm desert

Organization: Solitary, Pack (1 warrior and 1d4+1 drones) or hive (1d4 warriors and 4d4+4 drones plus one 18-HD warrior matron)

Challenge Rating: 5

Treasure: —

Alignment: Always neutral

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

Warrior

Large Magical Beast (Psionic)

12d10+48 (114 hp)

+2

40 ft. (8 squares)

23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21

+12/+23

Claw +20 melee (1d8+9)

2 claws +20 melee (2d6+9) and mandibles +15 melee (1d8+4)

10 ft./5 ft.

Improved grab, psi-like abilities, rend

Darkvision 60 ft., low-light vision, scent

Fort +12, Ref +10, Will +6

Str 28, Dex 14, Con 18,

Int 12, Wis 15, Cha 15

Concentration +19, Jump +33,

Listen +7, Spot +7, Survival +7

Cleave, Mental Leap, Power Attack, Power Specialization,

Weapon Focus (ray)

Warm desert

Solitary, Pack (1 warrior and 1d4+1 drones) or hive (1d4 warriors and 4d4+4 drones plus one 18-HD warrior matron)

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Always neutral

13–17 HD (Large); 18–36 HD (Huge)



This large quadruped has scythelike forepaws and a pair of powerfully muscled rear legs. Mandibles on either side of its skull guard a toothy maw, and a row of sharp scales runs down the center of its back.

Dune reapers are social creatures who build sandstone hives in the desert wastes, then proceed to systematically hunt everything nearby into extinction. They're organized like ants, with a single female known as the matron organizing teams of warriors and drones to do her bidding.

While the drones and warriors look the same, they function quite differently. The drones have limited intellects and are little more than animals, but the warriors are as smart as humans and have psionic powers. No matter what their caste, dune reapers have fearsome bladelike forelimbs that can tear through armor and flesh with ease.

Drones and warriors are 6 feet tall at the shoulder and weigh 3,000 pounds.

Combat

Dune reapers prefer to lie in wait for their foes, hiding behind or atop sand dunes until their prey draws near. Once a fight starts, they're straightforward combatants, but they're

smart enough to use basic tactics like flanking and concentrating on wounded enemies.

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

Rend (Ex): A dune reaper that establishes a hold with a successful grapple check latches onto the opponent's body and tears the flesh. This attack automatically deals 2d8+10 points of damage.

Skills: Dune reapers have a +5 racial bonus on jump checks due to their powerful leg muscles.

Dune Reaper Society

Dune reapers are omnivores, eating nearly anything they come into contact with. Not only do they use their meals for sustenance, but as raw material for the adhesive saliva that dune reaper drones secrete. Dune reapers use this secretion to bind sand and pulverize gravel, which they then sculpt into elaborate multichamber lairs of sandstone.

Captured dune reavers are common sights in Athasian gladiator arenas, because they go often go berserk when separated from their prides. They make terrifying, ferocious opponents for humanoid gladiators. Dune reaver forelimbs are sometimes made into bone swords, and their scaly hides are often made into armor.

Dune Reaper Drones

Drones comprise about two-thirds of all dune reapers. What they lack in intellect they make up for in perseverance and ferocity. Drones can smell which of their fellow dune reapers are warriors, and receive orders from them in a subtle olfactory language.

Drones are aggressive, territorial combatants that use ambushes, flanking, and other rudimentary combat tactics to good effect. They cooperate with each other better when a warrior leads them into battle—without the warrior, their attacks tend to be unfocused, but no less ferocious.

Dune Reaper Warriors

The warriors are the sergeants of dune reaper society, directing teams of drones as they hunt and build their warrens. All warriors are females, but only the largest one in a hive, known as the matron, can lay eggs for the drones to fertilize.

Warriors are almost always accompanied by one or more dune reaper drones. Using olfactory cues, the warrior directs the drones to charge the dune reapers' adversaries while the warrior uses its *energy push* and *mind thrust*. Then the warrior enters the fray itself. If battle turns against it, the warrior uses *mass cloud mind* to escape and report back to the matron and the rest of the hive.

Psi-Like Abilities (Sp): At will—*missive*, *read thoughts* (DC 14); 3/day—*energy push* (6d6, DC 18); 1/day—*mass cloud mind* (DC 18), *mind thrust* (11d10, DC 18*). Manifest level 11th. The save DCs are Charisma-based.

* Includes augmentation for the warrior's manifest level.

Earthdelder

Small Elemental (Earth)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2

Speed: 20 ft. (2 squares), burrow 20 ft.

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +0/-4

Attack: Claw +3 melee (1d2)

Full Attack: 2 claws +3 melee (1d2) and bite -2 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Earth mastery

Special Qualities: Earth glide, elemental traits

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Escape Artist +6, Listen +3, Spot +3

Feats: Alertness, Weapon Finesse^a

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This small quadruped has claws and a snout made of blackest obsidian and a body aggregated from pebbles.

Elemental clerics of earth often summon earthdelvers to do their bidding on the Material Plane.

An earthdelder is 3 feet long and weighs 35 pounds.

Combat

Earthdelvers tend to focus on a single foe, attacking with claws and bites until it's dead. They're heedless of their own safety.

Earth Mastery (Ex): An earthdelder gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne, the earthdelder takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Earth Glide (Ex): An earthdelder can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earthdelder flings the earthdelder back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Erdlu

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4

Speed: 50 ft. (10 squares)

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+4

Attack: Beak +4 melee (1d6+2)

Full Attack: Beak +4 melee (1d6+2) and 1 claw -1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, sprint

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

Abilities: Str 14, Dex 19, Con 13, Int 2, Wis 16, Cha 4

Skills: Listen +11, Spot +11

Feats: Alertness, Endurance

Environment: Warm deserts

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

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Medium)

Level Adjustment: —

This big, flightless bird has scaly skin and armor plates on its non-functional wings. It has a sharp beak and two powerful legs ending in claws.

Erdlus are prized for their skin, their meat, and their ability to lay eggs that provide a day's worth of nutrients and water. In the wild, they congregate in vast herds that use speed and dispersion to avoid predators.

An adult erdlu is 7 feet tall and weighs 200 pounds.

Combat

Herbivores that subsist on a wide array of plant life, erdlus would rather run than fight. When faced with a predator, erdlu herds scatter, running in different directions and reuniting only when the danger is past. If cornered, erdlus strike with their beaks and kick with a clawed foot, always seeking to open a path to escape.

Sprint (Ex): Once per hour, an erdlu can move ten times its normal speed (500 feet) for one round. Most erdlus use this ability to escape a combat situation.

Firesnake

Small Elemental (Fire)

Hit Dice: 1d8 (4 hp)

Initiative: +2

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

Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14

Base Attack/Grapple: +0/-5

Attack: Bite +3 melee (1d3-1)

Full Attack: Bite +3 melee (1d3-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn

Special Qualities: Elemental traits, provides shadowy illumination

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

Abilities: Str 8, Dex 15, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +6, Listen +6, Spot +6

Feats: Dodge, Weapon Finesse*

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This snake appears to be made of living flame and glows with a reddish light.

Firesnakes, natives of the Elemental Plane of Fire, are commonly summoned by elemental clerics.

A firesnake is 3 feet long and weighs 10 pounds.

Combat

Firesnake bites don't do much damage directly, but they sometimes light the target on fire.

Burn (Ex): Those bitten by a firesnake must succeed at a DC 10 Reflex save or catch fire. The flame burns for 1d4 rounds, as described in the Catching on Fire section of the *DUNGEON MASTER'S Guide* (page 303).

Skills: Firesnakes have a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks.

Fordorran

Large Magical Beast (Psionic)

Hit Dice: 6d10+18 (51 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +5/+17

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

Full Attack: 2 claws +8 melee (1d6+4) and gore +3 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psi-like abilities, stench

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

Saves: Fort +8, Ref +5, Will +3

Abilities: Str 18, Dex 11, Con 17, Int 2, Wis 12, Cha 13

Skills: Listen +4, Spot +7

Feats: Ability Focus (stench), Combat Manifestation, Multi-attack

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7–10 HD (Large)

Level Adjustment: —

This massive, gray-green quadruped is covered in armor plating from its stubby tail to its horned head. It exudes a foul odor.

The fordorran is a marauding beast that attacks and consumes anything in its path. It'll start a fight even if it isn't hungry because its instinct to fight is so strong.

A fordorran is 8 feet long and 5 feet high at the shoulder. It weighs 1,800 pounds.

Combat

The fordorran lashes out more or less randomly at every creature it meets. It has a base level of animal cunning, but elaborate strategies are beyond it. Even its psionic powers and attacks are more a matter of instinct than refined prowess.



Psi-Like Abilities (Sp): 3/day—*dissipating touch*, *energy burst* (DC 14), *id insinuation* (DC 13). Manifest level 6th. The save DCs are Charisma-based.

Stench (Ex): The fordorran continually produces a foul-smelling odor as it digests its varied diet. Any living creature (even another fordorran) within 10 feet must succeed on a DC 18 Fortitude save or be sickened for as long as it

remains in the affected area and for 1d4 rounds afterward. A creature that successfully saves cannot be affected again by the same fordorran's stench for 24 hours. *Delay poison* or *neutralize poison* removes the sickened condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws against this effect. The save DC is Constitution-based.

Gaj

Large Aberration (Psionic)

Hit Dice: 11d8+77 (126 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 26 (–1 size, +17 natural), touch 9, flat-footed 24

Base Attack/Grapple: +8/+21

Attack: Mandibles +16 melee (2d6+13)

Full Attack: Mandibles +16 melee (2d6+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, improved grab, probe drain

Special Qualities: Psionic resistance 22, low-light vision

Saves: Fort +10, Ref +3, Will +14

Abilities: Str 28, Dex 11, Con 25, Int 14, Wis 21, Cha 20

Skills: Concentration +21, Intimidate +12, Psicraft +16, Spot +22, Survival +19

Feats: Focused Sunder, Iron Will*, Power Attack, Psionic Fist, Improved Sunder

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 11

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 12–18 HD (Medium); 19–33 HD (Huge)

This strange cross between a reptile and a giant beetle has a spongy white globe for a head, with six compound eyes and a pair of barbed mandibles as thick as a man's arms. Three feathery antennae wave from atop its head.

The psionic horror known as the gaj is among the most dangerous predators of the deserts, because they hunt only intelligent foes. They draw sustenance both from their victims' corpses and the psionic agony they produce when they die.

A gaj is 10 feet long and weighs from 400 to 600 pounds.

Combat

The gaj uses its array of psionic attacks first, preferably from a distance, then moves into melee to consume any incapacitated foes. In melee, it tries to sunder the weapons of those who attack it, and it takes great joy in draining their intelligence while tearing them apart with its mandibles.

At the beginning of a fight, the gaj has its psionic focus. It prefers to expend its psionic focus during a sunder attack.



Gajs are confident creatures, and they sometimes play with their food when they don't think they're in danger. Even in the middle of combat, some gajs grapple foes and use their *power leech* psi-like ability or *probe drain* special ability to gain power or learn more about their foes. Gajs aren't stupid and deal with dangerous enemies before playing with their food.

Psi-Like Abilities (Sp): At will—*detect psionics*, *id insinuation* (5 targets, DC 21*), *mindlink*, *read thoughts* (DC 17), *power leech* (DC 19), *psionic blast* (4 rounds, DC 18); 3/day—*psionic dominate* (can affect aberrations, animals, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, or outsiders, DC 21*), *psychic crush* (4d6 damage on a successful save, DC 20*). Manifest level 11th. The save DCs are Charisma-based.

*Includes augmentation for the gaj's manifest level.

Improved Grab (Ex): To use this ability, a gaj must hit a Medium or smaller creature with its mandibles. 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 automatically make a *probe drain* attack.

Probe Drain (Su): A gaj can use its feathery antennae to attack the mind of grappled victims. If a gaj takes an attack action and wins a grapple check, it can probe its adversary's mind (as the *mind probe* power, DC 20), and then automatically deal 1d4 points of Wisdom drain. Creatures who succeed at their Will saves resist the gaj's mental interrogation for a round, but they still take the Wisdom drain.

Skills: Gajs have a +10 racial bonus on Spot checks due to their multiple keen eyes.

Gaj Society

Gajs are solitary hunters who only congregate in Highsun for breeding purposes. They make their lairs in rocky areas or sandy burrows, and there they keep the treasure they've accumulated from previous meals.

Jhakar

Medium Animal

Hit Dice: 3d8+15 (28 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+2)

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

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip



Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills: Listen +6, Spot +6
Feats: Alertness, Toughness, Track*
Environment: Warm deserts
Organization: Solitary or pack (2-8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Large)
Level Adjustment: —

This squat lizard has wicked claws, a purple sailback fin running down its back, and a wide mouth that seems to grin.

The "jokers of the sands," jhakars are ferocious predators known to play with their food before consuming it.

A jhakar is 4 feet long and weighs from 70 to 90 pounds.

Combat

The favorite tactic of a pack of jhakars is for the pack leader to clamp its jaws on the prey and drag it down. Then the rest of the pack either attacks immediately or forms a ring around the unfortunate foe to prevent escape.

Trip (Ex): A jhakar that hits with a bite attack can attempt to trip the opponent (+2 check bonus) 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 jhakar.

Lirr

Large Magical Beast
Hit Dice: 5d10+10 (37 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: +5/+14
Attack: Bite +10 melee (1d8+5)
Full Attack: Bite +10 melee (1d8+5) and 2 claws +4 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake, stunning roar
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 14, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide -1, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Weapon Focus (bite)
Environment: Warm desert
Organization: Solitary, pair, or pack (3-12)
Challenge Rating: 4
Treasure: —
Alignment: Always neutral
Advancement: 6-8 HD (Large)
Level Adjustment: —

This giant lizard is notable for its rainbow-colored fanlike head crest, and a wide tail fan that matches these colors. By contrast, the creature's body is a sleek gray with dull red stripes across the back.

Packs of lirs are tough foes, not only because of their ill-tempered nature and prowess in melee combat, but also due to their fearsome roar, which can temporarily disable an unlucky foe.

A lirr is 7 feet long and weighs from 400 to 500 pounds.

Combat

A pack of lirs spreads out when it hunts since the creatures aren't immune to the stunning roars of other lirs. They are wary of stunning each other, so they often circle around an enemy, roar in unison during the surprise round, and then pounce on their quarry.

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

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 +7 melee, damage 2d4+2.



Stunning Roar (Su): A lirr can loose a devastating roar once every 1d4+1 rounds. All creatures (including other lirrs) within a 20-foot cone must succeed on a DC 14 Will save or be stunned for 1 round. The save DC is Constitution-based.

Skills: Lirrs have a +4 racial bonus on Balance and Move Silently checks.

Mastyrial

Large Animal

Hit Dice: 12d8+48 (102 hp)

Initiative: +0

Speed: 30 ft. (6 squares), burrow 15 ft.

Armor Class: 22 (-1 size, +13 natural), touch 9, flat-footed 22

Base Attack/Grapple: +9/+19

Attack: Claw +14 melee (1d8+6)

Full Attack: 2 claws +14 melee (1d8+6) and bite +9 melee (1d8+3) and tail +9 melee (1d6+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, rend 2d6+9

Special Qualities: Low-light vision, tremorsense

Saves: Fort +12, Ref +8, Will +4

Abilities: Str 22, Dex 11, Con 14, Int 2, Wis 10, Cha 7

Skills: Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Power Attack

Environment: Warm desert

Organization: Solitary or pair

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 13–24 HD (Large)

25–36 HD (Huge)

Level Adjustment: —

This six-legged creature has an armor-plated hide, two massive pincers, and a beak-shaped maw.

Its tail has a crescent shaped stinger that oozes a sticky fluid.

Mastyrials ordinarily eat the giant vermin of Athas's deserts, but they aren't particular and attack anything that looks even remotely like food.

A mastyrial is 9 feet long and weighs 800 pounds.

Combat

Mastyrials are unsubtle creatures, simply wading into melee to make a full attack as often as possible.

Rend (Ex): A mastyrial that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

Poison (Ex): A mastyrial's tail stinger has a venom that is mildly paralytic and gives its victims muscle tremors. It deals initial and secondary damage of 1d8 Dex (Fort DC 20 negates). The save DC is Constitution-based.

Rainrunner

Small Elemental (Water)

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-3

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

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

Space/Reach: 5 ft./5 ft.

Special Attacks: Drench

Special Qualities: Elemental traits

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +9, Listen +5, Spot +5

Feats: Alertness

Environment: Elemental Plane of Water

Organization: Solitary or pack (5–12)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This creature looks like a blob of silty water, but its form has a great degree of solidity. It extrudes limbs in front of it to drag itself along the ground with surprising speed.

Rainrunners congregate in packs on the Elemental Plane of Water, where they swim through the endless sea and draw sustenance from the elemental power of the plane. Elemental clerics of water often summon them.

A rainrunner is 3 feet long and weighs 50 pounds.



Combat

Rainrunners like to surround their foes, attacking their flanks.

Drench (Ex): The rainrunner's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature dispels magical fire it touches as *dispel magic* (caster level equals rainrunner's HD).

Skills: Rainrunners have a +4 racial bonus on Jump checks.

Rasclinn

Medium Magical Beast (Psionic)

Hit Dice: 3d10+9 (25 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

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

Base Attack/Grapple: +3/+4

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, rage

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

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

Abilities: Str 15, Dex 10, Con 15, Int 2, Wis 15, Cha 11

Skills: Listen +13, Spot +3

Feats: Run, Toughness

Environment: Warm deserts

Organization: Solitary or pack (5–12)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4–5 HD (Medium)

Level Adjustment: —

These sleek, four-legged mammals have powerful jaws and silvery fur.

Rasclinn are root-eating herbivores that run in packs for protection. They are noted for their cunning, and their metallic hides make them a favorite, though challenging, target for hunters.

A rasclinn is 3 feet long and weighs from 50 to 60 pounds.

Combat

A rasclinn only fights if its young are threatened; in other situations it leads its pursuers on wild chases across the desert wasteland.



Psi-Like Abilities (Sp): At will—*befuddle* (DC 11); 3/day—*burst, skate*. Manifest level 3rd. The save DCs are Charisma-based.

Rage (Ex): If a rasclinn falls unconscious or dies in combat, all other rasclinn in the fight fly into a berserk rage on their next turn, biting madly until either they or their foes are dead. Each rasclinn gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. Rasclinn cannot end their rage voluntarily.

Skills: Rasclinn have exceptionally keen hearing, which gives them a +8 racial bonus on Listen checks.

Razorwing

Large Animal (Psionic)

Hit Dice: 4d8+20 (38 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 40 ft. (average)

Armor Class: 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +3/+10

Attack: Wing +5 melee (1d6+3)

Full Attack: 2 wings +5 melee (1d6+3) and bite +0 melee (1d8+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psi-like abilities



Special Qualities: Psionic flight, low-light vision

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 17, Dex 18, Con 20, Int 2, Wis 14, Cha 12

Skills: Hide +10, Listen +4, Move Silently +9, Spot +4

Feats: Alertness, Flyby Attack

Environment: Warm deserts

Organization: Solitary or flock (2–8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–12 HD (Large)

Level Adjustment: —

Gliding on warm air currents above the desert surface, this creature has leathery wings that stretch between its forelimbs and rear legs. Its long tail has a vertical fin, and its head is almost all toothy maw. The leading edges of its wings are a glossy bone-white.

One of the desert's larger aerial predators, the razorwing hides in the sand or rock formations until it hears a potential meal approaching. Then it takes to the air, hoping to catch its prey unawares.

A razorwing has a 15-foot wingspan and weighs 200 pounds.

Combat

True to their names, razorwings dive at their prey and slash them with the sharp bones on their wings.

Psi-Like Abilities (Sp): At will—*create sound, detect psionics*; 3/day—*conceal thoughts*. Manifest level 4th.

Psonic Flight (Ex): Razorwings use psionic energy to assist the lift provided by their wings. If a razorwing can't use its psionics (because it's in a null psionics field or similar effect), it can no longer ascend and must descend by at least 5 feet per round.

Skills: Razorwing skin changes color to match the surroundings, giving them a +8 racial bonus on Hide checks.

Seskarran

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d4+4)

Full Attack: 2 claws +3 melee (1d4+1) and gore +4 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +5, Ref +4, Will +4

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

Skills: Listen +8, Spot +8

Feats: Iron Will, Multiattack

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4–5 HD (Medium)

Level Adjustment: —

This four-legged creature has a series of interlocking armor plates reminiscent of an insect's carapace. Its horned head is likewise armored, and it boasts four thick claws on each foot.

This smaller relative of the fordorran tempers its great appetite for destruction with a caution borne of the knowledge that it's far from the toughest thing in the desert. Nonetheless, it attacks anything that isn't bigger than it is, eating as it wanders the desert sands.

A seskarran is 5 feet long and weighs from 500 to 800 pounds.

Combat

Seskarrans simply wade into melee with anything they meet, ripping their prey with claws as they spear it with their head-horns.

Skills: Seskarrans have a +4 racial bonus on Listen and Spot checks, because their senses are keen.

Windraptor

Tiny Elemental (Air)

Hit Dice: 1d8+1 (5 hp)

Initiative: +5

Speed: Fly 90 ft. (18 squares) (perfect)

Armor Class: 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14

Base Attack/Grapple: +0/–10

Attack: Talons +7 melee (1d4–2)

Full Attack: Talons +7 melee (1d4–2)

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

Special Attacks: Air mastery

Special Qualities: Elemental traits

Saves: Fort +1, Ref +7, Will +2

Abilities: Str 6, Dex 21, Con 12, Int 2, Wis 14, Cha 6

Skills: Spot +14

Feats: Fly-By Attack, Weapon Finesse[®]

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This wispy creature looks like a bird with oversized talons and a glowing spark where its head should be.

Windraptors are common on the Elemental Plane of Air, where they soar endlessly and cavort in the clouds. Elemental clerics summon them to the Material Plane to act as scouts or combatants.

A windraptor has a 5-foot wingspan and weighs less than a pound.

Combat

Windraptors are agile but tiny combatants, scratching their foes to death.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a windraptor.

Skills: Windraptors have a +8 racial bonus on Spot checks.

Yallix

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 80 ft. (average)

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

Base Attack/Grapple: +0/-4

Attack: Claws +3 melee (1d4)

Full Attack: Claws +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: All-around vision, low-light vision

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

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

Skills: Hide +6, Search +0, Spot +10

Feats: Lightning Reflexes, Weapon Finesse*

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium)

Level Adjustment: —

This strange creature looks like a cross between a giant dragonfly and a bird of prey. Its sleek, feathered body tapers to a head with protruding compound eyes and wriggling mandibles. From its back extend four nearly transparent wings. Its four other limbs end in small sharp claws.

The yallix is a desert predator that likes to ambush its prey, waiting in the shadows for its next meal.

A yallix is 3 feet long with a wingspan of 5 feet, and weighs from 5 to 10 pounds.

Combat

Yallixes dive from their hiding places toward any creature that looks like it might make a good meal. They use their claws to tear apart their prey, then chew it with their mandibles.

All-Around Vision (Ex): The compound eyes of a yallix give it a +4 racial bonus on Spot and Search checks, and it can't be flanked.

Skills: The yallix's dusky feathers give it a +4 racial bonus on Hide checks.

Zhackal

Small Magical Beast (Psionic)

Hit Dice: 1d10+1 (6 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/+0

Attack: Bite +7 melee (1d6+3)

Full Attack: Bite +7 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities

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

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 16, Dex 15, Con 12, Int 2, Wis 13, Cha 15

Skills: Survival +5

Feats: Track, Weapon

Finesse (bite)*

Environment: Warm desert

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: —

This small quadruped has short brown fur and a perpetual snarl. Its eyes are an eerie blue and seem to glow faintly.

The zhackal is a pack scavenger that seeks out dying creatures and finishes them off psionically before devouring the carcass.

A zhackal is 3 feet long and weighs 50 pounds.

Combat

Because Zhackals are scavengers, they prefer food that's already helpless or dead. If a pack finds a creature in the desert that looks vulnerable, they manifest *cloud mind* to hide themselves, then circle their prey and try to render it helpless with *ego whips* before consuming it.

When they aren't actively hunting, zhackals run rather than fight, even if their lairs or young are threatened.

Psi-like Abilities (Sp): 3/day—*cloud mind* (DC 14); 1/day—*ego whip* (DC 14). Manifest level 3rd; the save DCs are Charisma-based. Ω