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Unstatted Monsters

This section contains monsters that you may encounter but not fight; they are generally household pets and the like.

Aprig

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

Aprigs need little care and can eat almost any form plant life, even scraps. A herd consists of one boar (the leader), several sows, and some young

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

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

Carru

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

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

A herd consists of one or more adult males, at least three adults.

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

Critic

Multi-colored, spiny-backed lizards, critics are frequently reluctant houseguests in Athas. They are innately psionic and tune themselves to their feeders. Some say critics are the prettiest lizards on Athas. Often mottled in brightly colored hues, they change color each year when they molt. Critics average 12i to 17i in length and weigh from 2 1/2 to 5 pounds. Critics use rudimentary body language to communicate with others of their species. Communication via magical or other means is possible; however, the creature often reacts / answers in a paranoid or anxious manner.

Harrum

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

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

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

Jankx

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

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

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

Kip

The kip is a shy, six-legged, armored creature that digs and eats roots of plants and trees. Their supple, armor-like covering makes excellent durable leather goods. The leathery kip grows from 2i-4i in length. Kips are covered with a horny armor that is segmented into nine separate plates.

They have elongated, pointed snouts and very small, beady eyes located on each side of their snouts. A glass-like covering that protects them while digging protects the eyes. The sharp, strong fore claws enable the creature to dig. Their short, stubby, hind legs only allow them to amble around slowly.

Kips communicate via a series of low grunts.

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

Mulworm

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

Athasian mulworms are content to live in berry trees and at leaves. They can be farmed as long as the caterpillar stage is not disturbed. The poison they

secrete is food to the tree, enabling new leaf growth at an accelerated rate. In this manner, the mulworms ensure food for future generations of their voracious species.

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

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

Ock'm

Ock'm appear as small, spiral-shelled snails. When they move, they leave a slime trail composed of an amber-like liquid that has many household uses. Nautiloid in shape, this small snail seldom reaches 1î in length. Ock'm shells are almost always light in hue, but vary in color and striping. All ock'm sensory organs are located on the forward protruding head. The head holds a very small pair of light sensors affixed to independent eye stalks. A slit mouth is also located on the head.

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

Renk

This small gastropod has developed a symbiotic relationship with humanoid creatures in the desert. A harmless, tasteless slug, it stores water and is sometimes consumed raw on long desert trips. Varied in color, renk have a 2-3î elongated, tapered body. A sucker mouth can be found below a short pair of antennae used to detect vibration.

Sygra

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

Sygra are wild animals that have been semi-domesticated by some farmers. If well fed (they eat almost anything) and not mistreated, a flock will stay around a farm rather than trying to find their own food. Flocks that live on or around a farm are not truly domesticated. A flock is about one-quarter adult males, one-half adult females, and one-quarter young. Wild flocks run away from any bipedal creatures.

Offers of food might overcome their initial inclination to flee, but might also frighten the flock more. Several of the males keep watch through the night for predators.

Sygra are very light sleepers and have excellent hearing, so they are hard to surprise.

Sygra are toward the bottom of the food chain.

Their meat is palatable and their milk quite tasty. They also eat most things, including offal, making them excellent disposal units. Sygra skins are durable and make good clothing or they can be made into low grade leather. Sygra carcasses bring 1 cp per three pounds of meat, plus as much as 5 cp for the hide. Although sygra are omnivorous, they prefer vegetable matter or offal to fresh meat. They do not kill for food and do not eat an opponent they have killed unless they are very hungry.

Monsters

Aarakocra, Athasian

Aarakocra are a race of intelligent bird-like humanoids that live in the deepest deserts of Athas. They are usually around 7 to 8ft tall and have wingspans of up to 20ft. From a distance they somewhat resemble a large vulture.

Aarakocra Warrior

Aarakocra Warrior		Level 3
Medium natural humanoid		Skirmisher
		XP 150
Initiative +6 Senses Perception +7; HP 46; Bloodied 23; AC 17; Fortitude 17, Reflex 18, Will 16 Speed 3, fly 9		
Net (Standard; Encounter) ♦ Weapon Range: Drop 3 squares, +6 vs. Ref, Entangled. The Target is entangled stopping them form moving in any direction (Save Ends)		
Talons (standard; at-will) ♦ Weapon +8 vs. AC, 1d6+3 Damage		
Long spear Dive (Standard; recharge ☐ ☐ ☐) ♦ Weapon <i>The Aarakocra dives at you from a great height, leading with its oversized long spear.</i> +8 vs. AC, 2d6+3 Damage, The Aarakocra has to be airborne to use this attack, it can fly up to its standard movement rate before making the strike.		
Alignment Any		Languages Aarakocra, Vulture
Skills Perception +7		
Str 8 (+0)	Dex 17 (+4)	Wis 13 (+2)
Con 14 (+3)	Int 8 (+0)	Cha 10 (+1)
Equipment: Net, Long spear, Various bones, feathers and trinkets.		

Aarakocra Warleader

Aarakocra Leader		Level 4 Elite
Medium natural humanoid		Artillery (Leader)
		XP 300
Initiative +5 Senses Perception +7		
HP 90; Bloodied 45;		
AC 18; Fortitude 18, Reflex 21, Will 20		
Saving Throws +2		
Speed 4, fly 9		

Action Points 1		
Talons (standard; at-will) ♦ Weapon		
+11 vs. AC, 1d6+4 Damage		
Darts (standard; at-will) ♦ Weapon		
Range 6 squares, +11 vs. Ref, 1d6+4 Damage, Two attacks per round due to being able to rapid fire the darts.		
Ego Whip (Standard; recharge ☐ ☐) ♦ Psionic, Psychic		
<i>The Warleader makes a powerful Psionic attack, leaving you feeling drained and less aggressive.</i>		
Range 6 squares, +11 vs. Will, 2d8+4 Psychic Damage		
Tactical Co-Ordination (Minor, Encounter) ♦ Psychic		
Burst 8, All Allies within range gain a +1 Attack and +1 to AC until the end of the Warleader's next turn.		
Alignment Any		Languages Aarakocra, Vulture
Skills Perception +7		
Str 10 (+2)	Dex 16 (+5)	Wis 10 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 15 (+4)
Equipment: Darts, Various bones, feathers and trinkets		

Aarakocra Sky Shaman

Aarakocra Leader		Level 5 Elite
Medium natural humanoid		Controller
		XP 400
Initiative +4 Senses Perception +11;		
HP 126; Bloodied 63;		
AC 21; Fortitude 19, Reflex 21, Will 23		
Saving Throws +2		
Speed 4, fly 9		
Action Points 1		
Talons (standard; at-will) ♦ Weapon		
+10 vs. AC, 1d6+4 Damage		
Darts (standard; at-will) ♦ Weapon		
Range 6 squares, +9 vs. Ref, 1d6+4 Damage.		
Biting Sandstorm (Standard; recharge when bloodied) ♦ Earth		
<i>The Cleric whips up a stinging sand and shrapnel at your enemies. Any character moving into a sustained storm suffers an attack.</i>		
Burst 3, Within 10 Squares, +7 vs. Fort, 3d8+4 Damage, Sustain Storm: Minor		
Summon Air Elemental (Standard, Encounter) ♦ Air, Summoning		
<i>The Cleric summons a power air elemental ally to attack on his behalf.</i>		
Range 20 Squares, +10 vs. AC, 2d8+4 Damage. The cleric can sustain the Air Elemental as a minor action and move it around the battle field as his own move action, the air elemental has a speed of 6. The air elemental can make its basic attacks in place of the cleric's basic attack.		
Alignment Any		Languages Aarakocra, Vulture
Skills Perception +11		
Str 10 (+2)	Dex 15 (+4)	Wis 16 (+6)
Con 15 (+4)	Int 10 (+2)	Cha 11 (+2)
Equipment: Feathers, Bones and other various trinkets.		

Restorationist

Restorationists are Aarakocra preservers that travel Athas looking for magical answers to help restore Athas to its former natural beauty.

Restorationists		Level 12 Artillery
Medium natural humanoid (Aarakocra)		XP 700
Initiative +11; Senses Perception +10;		
HP 97; Bloodied 48;		
AC 24; Fortitude 28, Reflex 30, Will 28		

Speed 4, fly 9		
Plant Growth (at-Will, Standard) Plant, Arcane		
Range 15, +17 vs. Ref, Victim immobilised (Save Ends)		
Defilement Backlash (At-will, Standard) Arcane, Force		
Burst 1 within 15, +15 vs. Fort, 2d6+5 force damage, This power will only work if a defiler has cast a spell within in range in the previous or current round.		
Sphere of Entrapment (Encounter, Standard) Arcane		
Range 20, +17 vs. Ref, Victim Immobilized until the end of the next round		
<i>Sustain:</i> Minor (Save Ends)		
Conservation Zone (Encounter, Standard) Arcane, Zone		
Burst 10, +15 vs. Will, Blocks defiling from working within the zone, and causes a -2 Attack and Damage to all spells with the Defiler keyword in the range (if the attack roll beats the defilers will defence)		
<i>Sustain:</i> Minor		
Alignment Unaligned		Languages Aarakocra
Skills Arcana +17, Nature +15		
Str 10 (+6)	Dex 20 (+11)	Wis 19 (+10)
Con 19 (+10)	Int 22 (+12)	Cha 16 (+9)

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Tactics: Aarakocra will always try to stay airborne in combat. They will drop weighted nets on opponents in an attempt to entangle them, before they will land to finish an opponent off.

Leaders will generally hang back and co-ordinate the attacks, occasionally lending a hand with their Psionic powers of by harassing the enemy with darts.

Lore (Nature)

DC 15: Even good aligned Aarakocra tribes will demand tribute from those passing through their lands.

DC 20: Aarakocra live in tribes of up to 20 members in the deep desert. They are territorial, and territories depend on the size of the tribe.

DC 25: Aarakocra hate enclosed spaces, and are extremely chostophobic.

DC 30: Aarakocra worship both the winds (air) and the sun. Their Shamans are predominantly Air Elementalists, but they do also say prayers to the sun.

Ant Loin, Giant

Giant Ant Lion		Level 8 Solo Lurker
Large natural beast		XP 1,750
Initiative +11 Senses Perception +11; darkvision, tremor sense 20		
HP 368; Bloodied 184		
AC 24; Fortitude 27, Reflex 25, Will 23		
Immune poison; Resist 5 cold, 5 fire		
Saving Throws +5		
Speed 2, burrow 6		
Action Points 2		
@ Bite (standard; at-will) ♦ Poison		
Reach 2; +13 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape) and takes ongoing 5 poison damage until it escapes.		
# Devour (standard; at-will)		
Affects a target the giant ant lion has grabbed; +11 vs. Fortitude; 2d8 + 5 damage, and the target is weakened until it escapes. <i>Miss:</i> Half damage.		
£ Whirl Foe (standard; recharge № Ω)		
Requires grabbed target; close burst 2; +11 vs. Reflex; 3d10 + 5 damage, and the target is knocked prone. The grabbed target takes 5 damage for each opponent in the burst; see also <i>deadly pit</i> .		

<p>☐ Throw Sand (minor 1/round; at-will) Range 20; +11 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone; see also <i>deadly pit</i>.</p> <p>£ Dust Cloud (free; when first bloodied; encounter) Close burst 5; +11 vs. Reflex; the target is stunned until the end of the giant ant lion's next turn. <i>After-effect</i>: The target is blinded (save ends); see also <i>deadly pit</i>.</p>
<p>Deadly Pit The giant ant lion lives in a pit of loose dirt or sand. The pit has sharply sloped sides that drop 30 feet down to a flat, 10-foot by 10-foot space at the bottom (the pit itself is an 80-foot by 80-foot space). The giant ant lion occupies the flat space at the bottom, hidden underneath a layer of dirt or sand (enemies unaware of the giant ant lion's presence are surprised when it emerges to attack). Moving up the pit's slopes costs 3 squares of movement per square. Moving down is easier. A creature that begins its turn on the pit's slopes slides 1 square toward the bottom. A creature moving on the pit's slopes has trouble defending against opportunity attacks. Such attacks gain a +2 bonus to hit. Large or bigger creatures ignore the effects of the slope terrain.</p>
<p>Threatening Reach The giant ant lion can make opportunity attacks against all enemies within its reach (2 squares).</p>
<p>Alignment Unaligned Languages – Skills Athletics +14, Stealth +16 Str 20 (+9) Dex 17 (+7) Wis 17 (+7) Con 20 (+9) Int 2 (+0) Cha 10 (+4)</p>

Antloid

Antloids are a type of giant ant that inhabit huge tracts under the deserts of Athas. The species have evolved through adaptive specialization, this gives them some special powers.

All Antloids have heavy exo-skeletons that provides excellent protection to the Antloid. They have segmented bodies and size legs. All Antloids have 180-degree vision and the ability to see in the dark.

Dynamis

These are the strangest and most deadly of the Antloids, they are grey-black in colouration, and they have a greatly enlarged middle segments on their bodies, this is where their brain is housed.

Dynamis can communicate with out Dynamic via a permanent mind link, this allows them to work together in combat, using their psionics to the best of their abilities.

<p>Dynamis Antloid Large Natural Beast (Insect)</p>	<p>Level 4 Elite Controller XP 350</p>
<p>Initiative +4 Senses Perception +5; Darkvision HP 104; Bloodied 52; AC 18; Fortitude 21, Reflex 20, Will 21 Saving Throws +2 Speed 6 Action Points 1</p>	
<p>Mandibles (standard; at-will) Weapon +11 vs. AC, 1d10+4 damage</p>	
<p>Psionic Blast (Standard, Encounter) Psionic Blast 4, Each Creature Caught in blast +7 vs. Will, 3d6+4 Psionic Damage</p>	
<p>Bloodied Burst (Immediate Interrupt, Encounter) Psionic <i>As soon as the Dynamis reaches bloodied a surge of</i></p>	

<p><i>Psionic power erupts from its body, striking all in range. Blast 5, Each creature caught in blast, +7 vs. Will, 3d8+4 Psionic Damage, any creature hit by the blast is knocked back 2 squares.</i></p>
<p>Shadow Form (Move Action, Encounter) Personal, The Antloid turns intangible, allowing it to pass through walls and making it immune to normal damage, in this form it is also incapable of causing normal damage. Sustain: Minor</p>
<p>Alignment Unaligned Languages – Str 15 (+4) Dex 15 (+4) Wis 16 (+5) Con 12 (+3) Int 5 (+0) Cha 10 (+2)</p>
<p>Description Monstrous Compendium: Dark Sun</p>

Soldier

Soldiers grow to a length of about 10ft. They have a mottled dark blue/green colouration. Their mandibles look oversized of their heads, yet they wield them with frightening efficiency. On the very top of its body, the soldier Antloid has a large stinger, which can be used to deliver a deadly poison.

<p>Soldier Antloid Large Natural Beast (Insectoid)</p>	<p>Level 6 Soldier XP 250</p>
<p>Initiative +8, Senses Perception +3; HP 69; Bloodied 34; AC 22; Fortitude 23, Reflex 21, Will 18 Speed 9</p>	
<p>Mandibles +13 vs. AC, 1d10+4 Damage</p>	
<p>Poison +11 vs. Fort, 3d6+4 Poison Damage, 5 Ongoing Damage (Save Ends)</p>	
<p>Alignment Evil Languages – Str 19 (+7) Dex 16 (+6) Wis 10 (+3) Con 13 (+4) Int 5 (+1) Cha 10 (+3)</p>	

Description Monstrous Compendium: Dark Sun

Queen

All but the largest of Antloid warrens have only a single queen; a queen will grow to over 20ft in length, and will have a fat bloated body. They serve only one purpose in the warren and that is to lay eggs.

<p>Queen Antloid Huge Natural Beast (Insectoid)</p>	<p>Level 8 Controller (Leader) XP 350</p>
<p>Initiative +7; Senses Perception +9; HP 87; Bloodied 43; AC 22; Fortitude 26, Reflex 26, Will 16 Speed 1</p>	
<p>Bite +13 Vs AC, 2d6+5 Damage</p>	
<p>Pheromone Attack Burst 5, +12 vs. Will, 3d8+5 Psychic Damage, victim stunned (Hallucinations) save ends.</p>	
<p>Hive Mind (Free, At-Will) All Antloids within 10 squares receive a +1 to attack, and if they are situated within one square of another Antloid they gain a +2 to AC.</p>	
<p>Alignment Evil Languages – Str 17 (+7) Dex 17 (+7) Wis 20 (+9) Con 15 (+5) Int 3 (+1) Cha 5 (+2)</p>	

Description Monstrous Compendium: Dark Sun

Worker

Worker Antloids have three very obvious, bulbous segments. They average about 8ft in length, and they spend their lives doing specific jobs.

Worker Antloid		Level 3 Minion
Large Natural Beast (Insectoid)		XP 38
Initiative +4 Senses Perception +2;		
HP 1; Minions cannot be hit by any attack that misses		
AC 19; Fortitude 18, Reflex 17, Will 17		
Speed 6		
Mandibles		
+8 vs. AC, 7 damage		
Alignment Unaligned		Languages –
Str 16 (+4)	Dex 13 (+2)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 6 (-1)

Description Monstrous Compendium: Dark Sun

Lore (Nature)

DC 15: Antloid Warrens appear as large mounds in the desert, up to 205ft across and 20ft high; underground the warrens are generally conical in shape.

DC 25: Abandoned warrens are often used as homes for desert beats looking to hide from the harsh sun.

DC 30: The Dynamis are the true masters of each warren. They decide when there are too many of one sort of Antloid and have the remaining eggs eaten before they reach maturity. They are also the smartest and most dangerous of the Antloid species.

Ashen

Defilers dying while casting a spell are often condemned to be devoured by the sorcerous energies coursing through them, and rise again as ashen, creatures that exist solely to drain life energy and destroy all with their magic.

Ashen		Level 14
Medium natural animate (fire, undead)		Artillery XP 1,000
Initiative +8 Senses Perception +12; darkvision		
Cinders Body (Fire) aura 1; any creature that enters or starts its turn in the aura takes 5 fire damage.		
HP 110; Bloodied 55		
AC 26; Fortitude 31, Reflex 32, Will 31		
Immune disease, poison; Resist 10 fire, 10 necrotic;		
Vulnerable 5 cold, 5 radiant		
Speed 6		
@ Fiery Slam (standard; at-will)		
+21 vs. AC; 2d8+6 damage plus 5 fire damage.		
□ Sorcerous Blast (standard; at-will) ♦ Defile, Fire, Force		
Ranged Blast 7; +19 vs. Reflex; 1d10+6 fire and force damage, and the ashen makes a secondary attack against the same target. <i>Secondary Attack:</i> +25 vs. Fortitude; the target is pushed 1 square and knocked prone.		
£ Lifesap (standard; when first bloodied, and again after <i>ash rebirth</i>) ♦ Defile, Healing, Necrotic		
Close burst 3; +19 vs. Fortitude; 3d10+6 necrotic damage, and the ashen regains 5 hit points for every creature damaged by the attack.		
£ Spark Serpent (standard; recharge 5,6) ♦ Defile, Lightning		
Close burst 2; +21 vs. AC; 3d10+6 lightning damage, and the target is dazed (save ends).		
Ash Rebirth (the first time the ashen drops to 0 hit points while occupying a square of defiled terrain)		

Make a new initiative check for the ashen. On its next turn, it rises (as a move action) with 27 hit points.

Alignment Evil		Languages –
Str 14 (+9)	Dex 12 (+8)	Wis 20 (+12)
Con 20 (+12)	Int 23 (+13)	Cha 16 (+10)

Tactics: An ashen blasts away at targets with *sorcerous blast*, and immediately uses *spark serpent* and *lifesap* whenever they become available for use. It doesn't avoid foes that come too close, relying on its *fiery slam* and the fire from its *cinders body* aura to burn opponents.

Lore

A character knows the following information with a successful Arcana check.

DC 15: This creature leaves ashen footsteps wherever it walks, draining the life energy from the very ground. In heavy growth areas, they often leave behind them a trail of plants that partly survived the ashen's defiling and turned into undead monstrosities. When destroyed, ashen rise again—weaker—in a flare of cinders.

DC 20: An ashen is created when a defiler becomes addicted to the life energy he gathers, succumbs to the bliss of the energy coursing through him, and fails to discharge the spell in time. The spell's energies consume him from within, leaving nothing but cinders animated with infinite hunger for life energy. Sometimes, a defiler killed while casting a spell or a ritual can rise as an ashen, and some rituals to create undead can raise ashen to obey the caster.

DC 25: In wizard circles, it is rumoured a dark ritual exists that affects a living defiler, ensuring that upon its death it will rise again as an ashen.

Encounter Groups

Ashen can be found anywhere defilers are to be found. A group lead by a defiler and decimated in battle within an area where supernatural energies from the Gray abound may rise into zombies and ashen.

Aviarag

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

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

Aviarag		Level 8 Elite
Large natural beast		Artillery XP 700
Initiative +7 Senses Perception +5;		
HP 178; Bloodied 89;		
AC 22; Fortitude 23, Reflex 25, Will 27		
Saving Throws +2		
Speed 6, F1 9		
Action Points 1		

Claw (at-Will, Standard) +15 vs. AC, 2d6+5 damage		
Fly by Rake (At-Will, Standard) +15 vs. AC, 1d8+5 Damage, Attack starts with in 3 squares of the enemy and ends 3 squares past the enemy. The Aviarag has to be airborne to use this attack and the movement must be in a straight line.		
Psionic Blast (Encounter, Standard) <i>Psionic</i> Blast 5, +13 vs. Will, 2d8+5 Psionic Damage		
Psychic Crush (Encounter, Standard, Recharge When First Bloodied) <i>Psionic</i> Burst 1 within 20, +13 vs. Will, 3d8+5 Psionic Damage		
Alignment Good Languages –		
Skills Insight +10		
Str 13 (+5)	Dex 17 (+7)	Wis 13 (+5)
Con 17 (+7)	Int 12 (+5)	Cha 20 (+9)

Description Monstrous Compendium: Terrors Beyond Tyr

Tactics: The Aviarag will try to stay airborne and use its psychic abilities and fly-by attacks in an attempt to avoid getting caught in melee combat. When on the ground it will attack with its class and do its best to escape and get airborne again.

Lore (Nature)

DC 15: Aviarag are solitary, territorial creatures. They generally have a territory up to 15 miles in diameter.

DC 25: Aviarag invariably lair on the top of high peaks that allow them to survey their territory and gain maximum height for take off.

B'rohlg

B'rohlg appear to be the multiple limbed kin of other giants on Athas. They are slim, tall humanoids with heavily sunburnt skin from spending much of their life under the sun. They stand about 15ft in height and mature with sharp, angles facial features.

B'rohlg		Level 6 Brute
Large natural humanoid (giant)		XP 250
Initiative +5 Senses Perception +7; low-light vision		
HP 77; Bloodied 38		
AC 18; Fortitude 23, Reflex 21, Will 21		
Speed 8		
@ Greatclub (standard; at-will) ♦ Weapon Reach 2; +9 vs. AC; 2d8+4 damage.		
# Double Attack (standard; encounter) ♦ Weapon The B'rohlg makes two greatclub attacks.		
□ Hurl Rock (standard; at-will) ♦ Weapon Ranged 8/16; +9 vs. AC; 1d10+4 damage.		
Alignment Unaligned Languages –		
Skills Athletics +13		
Str 21 (+8)	Dex 16 (+6)	Wis 16 (+6)
Con 19 (+7)	Int 6 (+1)	Cha 9 (+3)
Equipment hide armour, two greatclubs		

B'rohlg Rager

B'rohlg Rager		Level 6 Elite Brute
Large natural humanoid (giant)		(Leader) XP 500
Initiative +5 Senses Perception +7; low-light vision		
HP 144; Bloodied 72		
Regeneration 5		
AC 20; Fortitude 25, Reflex 23, Will 21		
Saving Throws +2		

Speed 8		
Action Points 1		
@ Greatclub (standard; at-will) ♦ Weapon Reach 2; +9 vs. AC; 2d8 +4 damage; see also <i>blood rage</i> .		
# Double Attack (standard; encounter) ♦ Weapon The B'rohlg Rager makes two greatclub attacks; see also <i>blood rage</i> .		
□ Hurl Rock (standard; at-will) ♦ Weapon Ranged 8/16; +9 vs. AC; 1d10+4 damage.		
Blood Rage The B'rohlg rager's melee attacks deal 4 extra damage against a bloodied target.		
Murderous Frenzy The B'rohlg Rager gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.		
Savage Rebuke (immediate reaction, when hit by a melee attack; at-will) ♦ Weapon The B'rohlg Rager makes a greatclub attack.		
Alignment Unaligned Languages –		
Skills Athletics +13		
Str 21 (+8)	Dex 16 (+6)	Wis 16 (+6)
Con 19 (+7)	Int 6 (+1)	Cha 9 (+3)
Equipment hide armour, two greatclubs		

Description

Tactics Because they have 4 arms, B'rohlg can actually wield up to 4 weapons at once, choosing which they attack with at any given time. A common tactic for them is to throw rocks to open combat, while keeping enemies at bay with spears, when the run out of rocks they will swing clubs and spears at will.

Lore (nature)

DC 15: B'rohlg are often hunted to be placed in Gladiatorial combat because of their size and strength.

DC 20: Enslaved B'rohlg may never win their freedom in the arena, despite their being perfectly suited to the life. Most of their "handlers" see them as little more than animals.

DC 25: B'rohlg are throwbacks to the Athasian Stone Age, they wear roughly made animal skin clothing and only have the mental capacity to produce rudimentary stone and bone weaponry.

Baazrag

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

Baazrag		Level 1
Small natural beast		Soldier XP 100
Initiative +3, Senses Perception +0;		
HP 32; Bloodied 16		

AC 17; Fortitude 16, Reflex 14, Will 14		
Speed 8		
Bite (At-Will, Standard)		
+8, 1d10+3 damage		
Gnawing (Recharge, Immediate Interrupt) <i>Poison</i>		
+6 vs. Fort, Special. If the Baazrag bites a victim twice in consecutive rounds it releases a Toxin into the wound that slows the natural healing of its victim. Effectively all healing magic, healing surges and resting becomes half as effective. (Save Ends)		
Alignment Unaligned Languages –		
Str 10 (+0)	Dex 13 (+1)	Wis 10 (+0)
Con 16 (+3)	Int 2 (-4)	Cha 13 (+1)

Baazrag Boneclaw

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

Boneclaw	Level 6 Elite
Large Natural Beast	Soldier XP 250
Initiative +9 Senses Perception +3;	
HP 150; Bloodied 75;	
AC 24; Fortitude 24, Reflex 24, Will 20	
Saving Throws +2	
Speed 8	
Action Points 1	
Bite (At-Will, Standard)	
+13 vs. AC, 1d10+4	
Gnawing (Recharge, Immediate Interrupt) <i>Poison</i>	
+11 vs. Fort, Special. If the Baazrag bites a victim twice in consecutive rounds it releases a Toxin into the wound that slows the natural healing of its victim. Effectively all healing magic, healing surges and resting becomes half as effective. Save Ends.	
Charge and Trample (Standard, Encounter, Recharge when first bloodied)	
+11 vs. Ref, 3d8+4 damage, Move 8 square before hit. <i>Secondary Attack:</i> If the charge hits, the Baazrag can make a Bite attack.	
Alignment Unaligned Languages –	
Str 14 (+5)	Dex 18 (+7) Wis 10 (+3)
Con 19 (+7)	Int 7 (+2) Cha 14 (+5)

Bazraag Swarm

Bazraag often live in large groups for protection from natural predators. When in a swarm they are much more aggressive and if hungry will ambush prey, and will willingly fight to protect their home and their young.

Baazrag Swarm	Level 2
Medium natural beast (Swarm)	Soldier XP 125
Initiative +4; Senses Perception +0;	
HP 41; Bloodied 20;	
AC 18; Fortitude 17, Reflex 16, Will 16	
Immune Forced Movement; Resist Melee and Ranged	

Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks		
Speed 8		
Bite (At-Will, Standard)		
+9 vs. AC, 1d10+4 Damage		
Gnawing (Recharge, Immediate Interrupt) <i>Poison</i>		
+7 vs. Fort, Special. If the Baazrag bites a victim twice in consecutive rounds it releases a Toxin into the wound that slows the natural healing of its victim. Effectively all healing magic, healing surges and resting becomes half as effective. (Save Ends)		
Move Into an Enemies Space		
A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.		
Travel Through Tight Spaces		
A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the <i>Player's Handbook</i> for squeezing rules.		
Alignment Unaligned Languages –		
Str 11 (+0)	Dex 14 (+2)	Wis 11 (+0)
Con 17 (+3)	Int 3 (-3)	Cha 14 (+2)

Description Monstrous Compendium II: Terrors Beyond Tyr.

Tactics: A lone Bazraag will always attempt to flee, even creatures equal to its own size.

Boneclaws are far more aggressive, they will attempt to eat whatever moves, they will charge when ever they get enough free space in front of them and are devastatingly effective with this tactic because of their size.

Lore (Nature)

DC 20: Noble houses of Tyr and Balic domesticate Baazrag to keep their homes clear of vermin.

DC 25: Bazraag flesh can be eaten, but it is not particularly enticing. The equivalent of two pints of water can be retrieved from special water glands located on the creature.

DC 30: Boneclaws are far rarer and never live in packs, they are solitary and can be very territorial. Bone claws are sterile and never form a union with another of their kind in an attempt to mate.

Banshee, Dwarf

Dwarves who die without completing their major focus often return as Dwarf Banshees. In unlfe they haunt their unfinished work or quest, unable to bear the fact that someone else may complete what they couldn't.

A Dwarf banshee appears to be a Dwarf whose skin has rotted leaving areas of exposed flesh hanging on to the bones.

Dwarf Banshee	Level 12 Solo
Medium Undead Humanoid (Dwarf)	Soldier XP 3,500
Initiative +10; Senses Perception +6; Dark Vision	
HP 565; Bloodied 282;	
AC 30; Fortitude 27, Reflex 29, Will 31	

Immune Disease, Poison, Cold; **Resist** Insubstantial, 5 Fire, Water and Air; **Vulnerable** 5 Earth, Steel

Saving Throws +5

Speed 6

Action Points 2

Speed Punch (At-Will, Standard)

+19 vs. AC, 2d6+5 Damage, Secondary attack, +17 vs. AC, 2d6+5 damage, secondary attack can be made against the same opponent at the first, or any other target in melee with the Dwarf Banshee.

Malediction (Standard, Encounter) *Charm, Psychic*

Burst 10, +17 vs. will, 4d8+5 psychic damage, Victim flies into berserker rage attacking (with a basic attack) every creature (including allies) within reach (Save Ends)

Gaze Curse (Standard, Recharge 4,5,6) *Psychic*

+17 vs. Will, 3d8+5 psychic damage, Victim Weakened (Save Ends)

Shadow Form (Encounter, Move)

In this form the banshee dwarf become insubstantial, allowing it to move through walls and solid object unhindered. The Banshee Dwarf also become insubstantial in this form, meaning he takes half damage from all attacks, except Steel and Earth. The Dwarf also has a +10 to stealth when in the form.
Sustain: Minor

Alignment Evil **Languages** Dwarf, Common

Str 14 (+8) **Dex** 15 (+8) **Wis** 11 (+6)

Con 16 (+9) **Int** 16 (+9) **Cha** 19 (+10)

Equipment:

Description Monstrous Compendium: Dark Sun

Tactics Dwarf Banshees will wait for an opportune time, and then attack with the most appropriate tactics. They are too smart to limit themselves to one set of tactics.

Lore (dungeoneering)

DC 15: Dwarven Banshees retain many of the memories they had in life.

DC 25: Dwarf Banshees are automatically aware of any living being entering their domain; they will normally watch the intruder waiting for an opportune time to attack.

DC 30: Dwarf Banshees only want to protect what they consider theirs, if a person does not upset the dwarf banshees' haunt; there is a very good chance that the undead creature will leave them alone.

Beetle, Athasian

Agony Beetle

This harmless looking black scarab beetles live off the pain inflicted on others and psionic energy. These beetles have hard black shells that appear to be covered in black veins; the shell protects a pair of wings.

Agony Beetle **Level 2**
Tiny Natural Beast (Insectoid) **Lurker**
XP 125

Initiative +4; **Senses Perception** -1;

HP 32; **Bloodied** 16;

AC 16; **Fortitude** 16, **Reflex** 16, **Will** 17

Resist 5 Psionics;

Speed 1, Fly 2, Jump 1

Bite (At-will, Standard)

+7 vs. AC, 1d6+3

Spinal Tap (Encounter, Standard)

+5 vs. Fort, 3d6+3 damage, 2 ongoing damage, victim is weakened by agony until the beetle is killed.

Psionic Drain (At Will, Immediate Interrupt)

When ever a Psionic power is cast against an Agony Beetle. When Psionics are cast on an Agony Beetle, it gains 5 temporary hitpoints (as well as having a resist 5 psionics)

Alignment Unaligned

Languages –

Str 5 (-1)

Dex 14 (+3)

Wis 5 (-1)

Con 14 (+3)

Int 1 (-2)

Cha 17 (+4)

Description Monstrous Compendium: Dark Sun

Tactics: Agony Beetles only ever attack man sized or smaller creatures. A victim must make a perception (DC 20) check to see if they notice this tiny creature crawling on them. If it goes unnoticed the beetle will locate the victim Spine and burrow a tendril in (the skin is anethized before the beetle does this), once the tendril is attached to the spine the victim is suddenly wracked by pain. The beetle will not let go until its victim is dead or the beetle is killed.

Lore (Nature)

DC 15: Rumor has it that these Beetles actually escaped from a sorcerer king's torture dungeons.

DC 25: Agony Beetles tend to live close to bodies of water, mainly because water attracts a good selection of prey.

DC 30: Sometime's feral halflings fire these beetles from their slings.

Dragon Beetle

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

Dragon Beetle **Level 1 Lurker**
Small Natural Beast (Insectoid) XP 100

Initiative +5, **Senses Perception** +1;

HP 19; **Bloodied** 9;

AC 15; **Fortitude** 14, **Reflex** 14, **Will** 14

Speed 6

Bite (Standard; At Will)

+6 vs. AC, 1d10+3 damage

Venomous Stinger (Standard, Encounter) ♦ **Poison**

+4 vs. Fort, 3d6+3 damage plus Immobilized (Save Ends) – poison only effects creatures with Dragon Blood

Alignment Unaligned

Languages –

Skills: Stealth +6

Str 16 (+3)

Dex 13 (+1)

Wis 13 (+1)

Con 13 (+1)

Int 1 (+0)

Cha 13 (+1)

Description City by the Silt Sea

Tactics: Dragon Beetles will attack with their venom first, and then follow that with attacks from their Mandibles.

The venom from the Dragon Beetle has no effect on humans and humanoids, any creature with dragon blood (Dray, Drakes etc) stung by the Dragon beetle are immobilized (Save ends)

Lore (Nature)

DC 20: Dragon beetles eat carrion, though they have

been known to bring small creatures down for a meal.
DC 25: Dragon Beetles are very common under Giustenal. the Groaning City and new Giustenal.

Belogi

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

Belogi	Level 5 Elite
Medium Natural Humanoid	Controller
	XP 400
Initiative +3 Senses Perception +10; HP 124 ; Bloodied 62; AC 21; Fortitude 19, Reflex 21, Will 23 Saving Throws: +2 to All Saving Throws Speed 6 Action Points: 1 Poison Claw (Standard, At Will) ♦ Poison +9 vs. Fort, 1d6+4 damage, Weakened (Save Ends) Mind Blast (standard; recharge ☐ ☐) ♦ Psychic Close blast 3; Belogi and their thralls are immune; +9 vs. Will; 1d10+4 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage, and the target is not dazed. Enslave (standard; recharge ☐ ☐) ♦ Charm Ranged 10; +9 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the <i>mind blast</i> power of Belogi and gains a +2 bonus to its Will defense while within 10 squares of the controlling Belogi. The Belogi can use <i>enslave</i> on only one creature at a time Alignment Evil Languages Belogi, Common Skills Endurance +9, Nature +11 Str 13 (+3) Dex 13 (+3) Wis 18 (+6) Con 15 (+4) Int 15 (+4) Cha 13 (+3) Equipment: Rag Clothing	

Description: See Dark Sun

Tactics Belogi usually prefer to attack via ambush or by sneaking up on sleeping targets. Each Belogi rings a small bell that it uses to make contact with its target, and once it makes contact it will attempt to enslave or dominate the target.

Once enslaved, the Belogi will use its poison to weaken its opponent, making it easier to consume while it is still alive.

It forced into combat, the Belogi will use an enslaved victim, its poisonous claws and its psionic mind blast to subdue enemies.

Lore (Nature)

DC 15: Belogi tribes tend to live in forlorn parts of the desert, but travel in great number to harass trade routes and desert villages.

DC 20: Belogi for huge raiding tribes, they attack villages and caravans enslaving victims to make into later meals.

DC 25: Belogi are second to only to the foulest of defilers when it comes to raping the landscape. They leave areas completely stripped of all vegetation and animal life.

Bog Warder

Bog Warders live at the bottom of muddy waters and swamps waiting for an unsuspecting victim to come and drink.

From a distance the misshapen creatures can be mistaken for a dwarf, closer inspection reveals layers of gray-winkled skin with yellow and black bones sticking out everywhere.

Bog Warder	Level 7 Lurker
Medium natural humanoid	XP 300
Initiative +11 Senses Perception +5 HP 62; Bloodied 31; AC 21; Fortitude 23, Reflex 23, Will 21 Speed 1, swim 7, leap 2 Claws (At-Will, Standard) +12 vs. AC, 1d8+5 damage Bite (At-Will, Standard) +12 vs. AC, 2d6+5 damage Impaling Ambush (Encounter, Standard) The Bog warder leaps up to 2 squares, Grab its target, and it impales its victims with sharpened bones that protrude from its skin. +10 vs. Ref, 3d10+5 Damage, Once the initial attack has been made, the bog warder will pull its victim 2 squares into its bog and attempt to drown them (see drowning in DMG), you must break the Bog warders grip to escape drowning.	
Alignment Chaotic Evil	Languages –
Skills Stealth +12	
Str 18 (+7)	Dex 19 (+7)
Con 14 (+5)	Int 7 (+2)
	Wis 14 (+5)
	Cha 10 (+3)

Description Monstrous Compendium: Dark Sun

Tactics: If caught in normal melee combat these creatures rely on their formidable claws and bite.

They much prefer to use their Impaling attack, they wait at the bottom of the bog and when the creature approaches the edge of the water it will hurl itself out of the water attempting to grab its target in a bear hug, grappling their enemy and impaling them with the rotting bones that stick out of their flesh. They will then try to drag their enemies under the water drowning them.

Lore (Nature)

DC 15: Bog Warders live in constant pain from the bones that grow and protrude from there skin.

Braxat

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

Braxat	Level 11 Solo Brute
Huge Natural Beast	XP 2500
Initiative +8 Senses Perception +8; HP 336; Bloodied 173; AC 25; Fortitude 30, Reflex 29, Will 27 Resist 10 Non-Metal Weapons (Must be Magic or Metal); Acid	

Saving Throws +5		
Speed: 8		
Action Points: 2		
Morning Star (standard; at-will)		
Reach 2; +14 vs. AC; 2d10+5		
Morning Star Cleave (Standard At-Will)		
Reach 2, +12 vs. AC, 1d10+5, Strikes Two opponents with in reach		
Breath Weapon (Standard, recharge ☐ ☐ ☐) ♦ Acid		
Close Blast 5, +10 vs. Ref, 3d8+5, Half Damage on a Miss		
Mind Blast (standard; recharge ☐) ♦ Psychic		
Close blast 4; +11 vs. Will; 3d8+5 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage, and the target is not dazed.		
Alignment Evil		Languages Braxat
Skills Nature +13		
Str 21 (+10)	Dex 18 (+8)	Wis 18 (+8)
Con 17 (+8)	Int 10 (+5)	Cha 10 (+5)
Equipment Morning Star		

Description See Dark Sun

Tactics: Braxats are hunter by nature and their tactics reflect this. They will usually attack with their psionic attacks first to disable and weaken victims. Once the victims have been weakened the Braxat will wade into combat, usually wielding a giant spiked club.

The typically save their breath weapon as a last resort, for it tends to render its prey unsuitable for consumption.

Lore

DC 15: Braxats are solitary creatures, they spend their lives wandering the wastes looking for prey.

DC 25: Braxat are true terrors of the desert, they attack at night, always after fresh meat. While they will eat caravan mounts (with the exception of Kanks), they far prefer the taste of intelligent flesh.

DC 30: Braxat shells make excellent shields and armour plates.

Bvanen

Bvanen are a race of intelligent, benevolent amphibians that dwell in the swamps the base of the Jagged Cliffs.

Bvanen		Level 4
Medium natural humanoid		Skirmisher
		XP 175
Initiative +4; Senses Perception +4;		
HP 58; Bloodied 29;		
AC 18; Fortitude 18, Reflex 16, Will 16		
Speed 4, swim 6		
Claw (At-Will, Standard)		
+9 vs. AC, 1d6+4 Damage		
Bite (At-Will, Standard)		
+9 vs. AC, 1d10+4 Damage		
Ooze Secretion (Encounter, Standard)		
+7 vs. Fort, 3d6+4 damage, Immobilised (Save Ends), and the Bvanen gains a +2 to AC and Stops all bleeding effects.		
Alignment Good		Languages Bvanen
Skills: Nature +9		
Str 14 (+4)	Dex 10 (+2)	Wis 15 (+4)
Con 18 (+6)	Int 15 (+4)	Cha 12 (+3)

Bvanen Psychic

Bvanen		Level 5 Elite
Medium natural humanoid		Skirmisher
		XP 400
Initiative +6; Senses Perception +3;		
HP 132; Bloodied 66;		
AC 21; Fortitude 23, Reflex 21, Will 21		
Saving Throws +2		
Speed 4, swim 6		
Action Points 1		
Claw (At-Will, Standard)		
+10 vs. AC, 1d6+4 damage		
Bite (At-Will, Standard)		
+10 vs. AC, 1d10+4 damage		
Ooze Secretion (Encounter, Standard)		
+8 vs. Fort, 3d6+4 Damage, Immobilised (Save Ends), and the Bvanen gains a +2 to AC and Stops all bleeding effects.		
Phobia Amplification (Encounter, Standard) <i>Fear, Psionic</i>		
Burst 5, +6 vs. Will, 3d8+4, Target Weakened with Fear		
Displacement (Recharge 6, Immediate Interrupt)		
Trigger: Attacked by an enemy, Displacement shifts the Bvanen 2 squares, and the enemy must make a new attack roll, if he can still reach the Bvanen.		
Alignment Good		Languages Bvanen
Skills Nature +8		
Str 14 (+4)	Dex 10 (+2)	Wis 12 (+3)
Con 18 (+6)	Int 15 (+4)	Cha 15 (+4)

Description Windriders of the Jagged Cliffs

Tactics: The Bvanen are not particularly strong fighters and rely on their claws and bites if forced to fight. They will never wield a weapon.

Every bvanen secretes a sticky, quick-hardening ooze through pores on its skin. This hardened ooze provides not only a protective shell around the bvanen, but a weapon that can be used to stick to foes. This secretion has one other use. It seals over the bvanen's wounds as soon as they are inflicted.

Lore (Nature)

DC 25: Although a kind and helpful race, they can be suspicious of strangers, often choosing to fight defensively rather than let their guard down.

DC 30: the Bvanen live in partially submerged caves at the base of the Jagged Cliffs, and have temporary camps throughout the dismal swamp.

Cat, Psionic

Psionic Cats are great cats with psionic powers, which they use to hunt and stalk their prey. They use their natural weapons to bring down their prey.

Tagster

The Tagster has short sandy coloured fur with tufts of white on its underside. On occasion they will be covered in spots, or even a darker colour. They always have an identifying mark, such as a spot on their tail etc.

Tagster	Level 6 Elite Lurker
Medium natural beast (Psionic)	XP 500

Initiative +11; Senses Perception +8; Low Light Vision		
HP 108; Bloodied 54;		
AC 22; Fortitude 21, Reflex 24, Will 23		
Saving Throws +2		
Speed 7		
Action Points 1		
Claw (At-Will, Standard)		
+11 vs. AC, 1d6+4 damage		
Bite (At-Will, Standard)		
+11 vs. AC, 1d10+4 damage		
Charging Ambush Attack (Encounter, Standard)		
+9 vs. Ref, 3d8+4, Move 4 squares in a straight line, Knock enemy back 2 squares and Prone.		
Pin (Standard, Recharge 6)		
+9 vs. Ref, Victim Grabbed, While pinned the Tigone gets a +2 to attack and damage rolls. While a victim is pinned the Tagster gets an attack of opportunity against it every round, plus they can spend their normal attack against any adjacent enemy.		
Psionic Roar (Standard, Recharge when first bloodied)		
Psionic, Thunder		
Blast 3, +7 vs. Ref, 3d6+4 Damage, All targets in blast area are knocked back 2 squares.		
Alignment Unaligned Languages –		
Skills Stealth +12, Perception +8		
Str 16 (+6)	Dex 19 (+7)	Wis 10 (+3)
Con 14 (+5)	Int 4 (+0)	Cha 16 (+6)

Description Monstrous Compendium: Dark Sun

Tactics The Tagster uses its psionic abilities to track their prey, they do not use their Psionics too close to their enemy in case it gives them away. They prefer to stalk their prey looking for an opportunity to ambush them. When ambushing a Tagster will charge form a flank, attempting to catch its prey unaware and grab it allowing it to bite and claw while the victim is prone.

Lore

DC 20: Tagsters are solitary creatures that roam the deserts and trade routes in search of prey.

DC 30: Tagster males will typical fight if they come into close combat, if this combat is interrupted they will both turn on the intruder before resuming their own battle.

Tigone

Tigone are large dark green felines, with black and yellowish vertical striping. They can grow to 7ft long and stand 4-5ft tall at the shoulder.

Tigone	Level 7 Solo Lurker
Medium natural beast (Psionic)	XP 1,500
Initiative +11; Senses Perception +8; Low Light Vision	
HP 410; Bloodied 205;	
AC 23; Fortitude 23, Reflex 25, Will 23	
Saving Throws +5	
Speed 6	
Action Points 2	
Claws (At-Will, Standard)	
+12 vs. AC, 1d8+5 damage	
Bite (At-Will, Standard)	
+12 vs. AC, 2d6+5 damage	
Pouncing Ambush Attack (Encounter, Standard)	
+10 vs. Ref, 3d10+5 damage, Knocked Prone	
Secondary attack: the Tigone may chose to Pin its victim as below	
Pin (Standard, Recharge 5,6)	
Grab, While pinned the Tigone gets a +2 to attack and	

damage rolls. While a victim is pinned the Tigone gets an attack of opportunity against it every round, plus they can spend their normal attack against any adjacent enemy.		
Psionic Roar (Standard, Recharge 5 or 6) Psionic, Thunder		
Blast 5, +8 vs. Ref, 3d8+5 Damage, All targets in blast area are knocked back 2 squares.		
Life Detection (At-Will, Free) Psionic		
+5 to Perception when tracking a living creature.		
Alignment Unaligned Languages –		
Skills Stealth +12, Nature +8, Perception +8		
Str 15 (+5)	Dex 19 (+7)	Wis 10 (+3)
Con 18 (+7)	Int 4 (+0)	Cha 14 (+5)

Description Monstrous Compendium: Dark Sun

Tactics Tigones use a mix of stealth and psionics to hunt their prey; they use a psionic power to walk in large circles around their prey, slowly closing in to their exact location before ambushing them.

When ambushing their prey they prefer to leap down on to them from above, knocking the victim prone before continuing the assault.

Lore

DC 15: Tigones are native to the Hinterlands and ringing Mountains. They are greatly feared in these areas because they are famous for attacking any living creature they find.

DC 25: If Successfully capture and bought to an arena, they fetch a tidy sum for use in gladiatorial games.

Chn'thrang

The Chn'thrang is a reptilian creature that closely resembles a tortoise with short, reed-like appendages ticking out from its shell. The reed like appendages give it the look of a clump of broken bamboo when hiding in loose and dead foliage.

Chn'thrang	Level 11 Lurker
Medium natural beast	XP 600
Initiative +4; Senses Perception +9;	
HP 90; Bloodied 45;	
AC 25; Fortitude 27, Reflex 28, Will 27	
Speed 4	
Paws (At-Will, Standard)	
+16 vs. AC, 1d8+5 Damage	
Bite (At-Will, Standard)	
+16 vs. AC, 2d6+5 Damage	
Tethered Darts (Standard, Encounter) Poison	
Reach 4 squares, +14 vs. Ref, 3d10+6 Poison damage, 5 Ongoing damage (Save Ends)	
Once a creature is tethered the Chn'thrang will dig in, making it immune to forced movement, and start to pull the tethered creature towards it at a rate of 1 square per round. A successful Str check vs. DC 20 will break the tether.	
Camouflage (Special, At Will)	
+5 to Stealth Checks when in dried and dead foliage	
Withdrawal (Move Action, At Will)	
+5 to AC, Resist Normal Weapons 10, The Chn'thrang retreats into its shell making it almost impossible to hit.	
Alignment Unaligned Languages –	
Skills Stealth +15	
Str 14 (+7)	Dex 21 (+10)
Con 18 (+9)	Int 5 (+1)
	Wis 18 (+9)
	Cha 10 (+5)

Description Monstrous Compendium: Dark Sun

Tactics The Chn'thrang will lie motionless in with dried and dead foliage waiting for prey to walk by, or low flying creatures to fly overhead. When an appropriate target is in range, the Chn'thrang launches a poisoned, tethered dart, once the dart is lodged into a target it takes a str check at DC 20 to break.

Lore

DC 15: Chn'thrang always travel in clusters of three, known as trines. A normal Trine consists of two females and one male.

DC 20: the Sinewy strand that the Chn'thrang fires can be made into a rope that will hold up to 50lbs. Many tribesman hunt them for this sinew.

DC 25: Chn'thrang can be eaten, but much care must be taken to clean and prepare the meat, as it contains traces of poisonous lime. A Nature check as DC 35 will allow a player to clean and store the meat, once properly stored there is almost no risk of the meat spoiling.

Cilops

Cilops are relentless hunters of the salt flats; they are prized by Templars because of there amazing tracking abilities. These creatures look like 15ft long centipedes. Their segmented bodies are long and flat, and their short legs allow them to crawl onto virtually any surface and scale walls with ease.

Cilops	Level 5 Brute
Huge natural beast	XP 200
Initiative +5; Senses Perception +12: Heightened Senses	
HP 75; Bloodied 37;	
AC 17; Fortitude 21, Reflex 20, Will 18	
Speed 7, climb (spider climb) 7	
Bite (At-will, Standard)	
+8 vs. AC, 2d8+4 damage	
Antennae Stun (Encounter, Standard) Lightning	
+6 vs. Fort, 3d10+4 Lightning Damage, Victim Stunned (Save Ends)	
Heightened Senses	
The Cilops Antennae heighten its senses tenfold. The Cilops gets a +4 to all perception checks.	
Alignment Unaligned	Languages –
Skills Perception +12	
Str 18 (+6)	Dex 17 (+5) Wis 12 (+3)
Con 15 (+4)	Int 4 (-1) Cha 13 (+3)

Description Monstrous Compendium: Dark Sun

Tactics: The Cilops will always focus their attack on the target they have been tracking, once that target is dead, they will fight others it perceives as a threat to its prey, but apart from that, it will try scurry away with the victim.

Lore (Nature)

DC 20: Cilops do not have lairs or nests, they merely find a safe place to eat and devour their prey there.

DC 30: Occasionally Templars have been able to train these creatures.

Cistern Fiend

These creatures are believed to be the creation from the darkest point of some twisted sorcerer kings mind.

The Cistern Fiend appears as a giant, greenish worm with pinkish wiggling tentacles surrounding its bulbous mouth, the size of a Cistern Fiend depends on the amount of water available for it to live in.

Cistern Fiend	Level 20 Solo
Gigantic Aberrant beast (Psionic)	Lurker XP 14,000
Initiative +20; Senses Perception +12;	
HP 935; Bloodied 467; Regenerate 20 hitpoint per round	
AC 36; Fortitude 40, Reflex 38, Will 42	
Saving Throws +5	
Speed 6, Swim 6	
Action Points 2	
Bite (At-Will, Standard)	
+25 vs. AC, 3d6+8 Damage	
Tentacle Grapple (Recharged 4,5,6, Standard)	
+23 vs. Ref, 3d8+7 Damage, plus Grab, 10 ongoing Dehydration damage, Breaking the Grab ends. Make a bite attack as a free action while an enemy is grappled.	
Psionic Blast (Recharge when first bloodied, Standard)	
Psionic	
Blast 10, +23 vs. Will, 4d8+7 Psionic Damage, All creatures caught in the blast are pushed backwards 5 squares and knocked prone.	
Ego Whip (Encounter, Standard) Psionic	
Range 20, +23 vs. Will, 4d10+7 Psionic Damage, Victims are Stunned (Save Ends)	
Inflict Pain (encounter, Standard) Psionic	
Range 20, +23 vs. Will, 4d12+7 Psionic Damage, Victim is helpless with Pain (Save Ends)	
Camouflaged in Water	
+15 to Stealth when submerged in water	
Alignment Unaligned	Languages –
Skills Stealth +21	
Str 23 (+16)	Dex 23 (+16) Wis 14 (+12)
Con 19 (+14)	Int 5 (+6) Cha 26 (+18)
Equipment:	

Description Monstrous Compendium: terrors of the Desert

Tactics the Cistern Fiend will normally attack by ambushing its prey with a bite attack, if the bite attack connects it gets a free chance to grapple the victim with it's tentacles.

Lore (Arcana)

DC 15: The Cistern Fiend, or Water Worm can feed in two ways, it can filter nutrients out of the water around it, or it can attack and kill a victim for sustenance.

DC 20: A Cistern Fiend must stay submerged or it will dies with in 4 rounds.

DC 25: Cistern Fiends are actually very good for a village water supply, because when they feed off the water nutrients they filter out most of the impurities.

DC 30: the Cistern Fiend are Hermaphroditic, and if two adults are introduced to the same body of water the will seek each other out and the stronger will slay the weaker one.

Cloud Ray

These deadly giants cruise the skies of Athas, and can sometimes be seen crossing the evening sky.

Cloud rays are broad, flat creatures much like giant ocean going rays. They are a speckles drag olive on top and a pale blue/white underneath.

Cloud Ray	Level 20 Elite Brute		
Gigantic Natural Beast	XP 5,600		
Initiative +16; Senses Perception +15; HP 464; Bloodied 232; AC 34; Fortitude 42, Reflex 40, Will 38 Saving Throws +2 Speed fly 12 (altitude limit none) Action Points 1			
Tail Swipe (At-Will, Standard) +23 vs. AC, 3d8+7 damage			
Bite (Standard, Recharge 4,5,6) +23 vs. AC, 3d8+7 damage, If the attack reduces a target to bloodied, the Cloud Ray may attempt to swallow its target as a free actions (see below)			
Swallow Whole (Special) +21 vs. Ref, 4d12+7 damage, the victim will suffocate as rules in DMG state, unless victim is removed from the Cloud Ray.			
Telekinesis +21 vs. Will, 4d8+7 damage			
Inertial Barrier (Encounter, Standard) Damage reduction 10 vs. Ranged Weapon Attacks, Sustain Minor			
Sand Storm (Move, Encounter) <i>Zone, Earth</i> The Effect of these creatures hover creates a deadly sandstorm, blinding enemies and buffeting them with sand. The Cloud ray must be no more the 5 squares of the ground for this to happen. Burst 5 squares, +21 vs. Fort, 4d8+7 damage, Victims caught in burst are Blinded until effect ends, 10 ongoing damage. Any creature stepping into the zone takes 4d8+7 damage with 10 ongoing until they move out of the zone or the effect is ended. The Cloud Ray can maintain the effect as a minor action.			
Alignment Unaligned		Languages –	
Skills Perception			
Str 26 (+18)	Dex 23 (+16)	Wis 10 (+10)	
Con 22 (+16)	Int 6 (+4)	Cha 23 (+16)	
Equipment:			

Description Monstrous Compendium: Dark Sun

Tactics: the preferred attack method of the cloud ray is to simply swallow its prey whole, failing that it will swipe with its tail and possibly attack using telekinesis.

Lore

DC 15: Cloud Rays have a special fondness of eating the meat of Rocs, Pterrax and Flying Humanoids.

DC 20: Cloud Rays wander the skies of Athas, forever on the look out for their next meal.

DC 25: A single cloud ray can easily supply a settlement with enough meat to last 2-3 months.

DC 30: A cloud Ray will become infuriated if a psionist attempts to contact hem in anyway, they will immediately attack that person.

Crodlu

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

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

Crodlu		Level 4 Skirmisher	
Large Natural Beast		XP 175	
Initiative +6 Senses Perception +7; HP 55; Bloodied 27; AC 18; Fortitude 20, Reflex 20, Will 20 Speed 12			
Kick (At-Will, Standard) +9 vs. AC, 1d10+4			
Bite (At-Will, Standard) +9 vs. AC, 1d+4			
Trample and Pin (Encounter, Standard) +7 vs. Fort, 3d6+4, Pinned			
Alignment Unaligned		Languages –	
Skills Perception +7			
Str 18 (+6)	Dex 15 (+4)	Wis 10 (+2)	
Con 15 (+4)	Int 5 (+0)	Cha 15 (+4)	

Heavy Crodlu

Heavy Crodlu	Level 6 Skirmisher		
Large Natural Beast	XP 250		
Initiative +8; Senses Perception +8; HP 71; Bloodied 35; AC 20; Fortitude 22, Reflex 21, Will 21 Speed 10			
Kick (At-will, Standard) +11 vs. AC, 1d10+4 damage			
Bite (At-Will, Standard) +11 vs. AC, 1d6+4 damage			
Ram (Encounter, Standard) Move 5 squares, +9 vs. Ref, 3d8+4 damage, Victim is Pushed back 2 squares.			
Alignment Unaligned		Languages –	
Skills Perception +8			
Str 19 (+7)	Dex 16 (+6)	Wis 10 (+3)	
Con 15 (+5)	Int 5 (+1)	Cha 16 (+6)	

Description Dune Trader/Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Surviving in the harsh environment of Athas, Crodlu are well able to take care of them selves. They will strike with their power, clawed hind legs, bite and attempt to grapple with enemies.

Lore

DC 15: Crodlu travel in herds of 5-30, and they hide their chicks in the center of the herd.

DC 20: Crodlu can be difficult to train, but it can be done if they are captured as chicks.

Daggoran

A dagorran is a froglike beast with golden-hued skin, green eyes, and a green crystalline growth between its shoulders. The skin is valued for its protective qualities by warriors as armor, and by wizards as a material component for casting protective spells. The

green crystalline growth is the source of these creatures' psionic and tracking abilities and is valued by defilers and preservers for several mind-affecting potions. It has large razor-sharp teeth that it uses in hunting and eating its prey. Its large, muscular legs are used for jumping, running, and walking. The dominant dagorran or leader has a larger crystalline growth.

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

Daggorran Large aberrant beast (Psionic)	Level 4 Elite Artillery XP 350
Initiative +6 Senses Perception +8; HP 94; Bloodied 37; AC 18; Fortitude 19, Reflex 22, Will 19 Saving Throws +2 Speed Jump 6 Action Points 1	
Bite (At-will, Standard) +11 vs. AC, 1d6+4 damage	
Ballistics Attack (recharge 4,5,6, Standard) <i>Psionic</i> Range 15, +9 vs. Ref, 2d8+4 Psionic damage, if first attack succeeds the Daggorran makes a second attack against any target with in range, +9 vs. Ref, 2d8+4 Psionic Damage	
Inertial Barrier (Encounter, Standard) <i>Psionic</i> 1 Square burst, The Inertial Barriers slows anything moving faster than walking speed 1 square from the Daggorran, this includes projectile weapons and charging enemies. In effect it stops people being able to charge the creature, and create a resist 5 to ranged weapons. (Sustain, minor)	
Detonate (Encounter, Standard) <i>Psionic</i> Burst 2 within range 20, +9 vs. Ref, 3d8+4 Psionic damage, anybody in blast radius is Blinded (Save Ends)	
Psionic Tracking (At-will, Free) <i>Psionic</i> +5 to Perception checks when being used to track a victim	
Alignment Unaligned Languages –	
Skills Perception +8	
Str 12 (+3)	Dex 18 (+6) Wis 13 (+3)
Con 17 (+5)	Int 7 (+0) Cha 10 (+2)

Description Monstrous Compendium: Terrors Beyond Tyr

Tactics: Daggarron will hunt their prey for days using Psionic powers to track their mental imprints. They can do this even if they are days behind their target. Once they have caught up to their prey they will use their Detonate attacks from range in an attempt to blind, disorientate or kill their prey, they will then move in using their Ballistics attack and bite to finish their prey off.

Lore

DC 15: Daggorran hunt is small packs of 2-4, using their innate Psionic Abilities for pick up the trail of intelligent creatures and follow them.

DC 20: Daggorran have an instinctive hatred of Thri-Kreen. All attacks by a Daggorran pack will be aimed at a Thri-Kreen if one is present.

DC 25: Daggorran were once common on Athas, but the usefulness in spell components, leather and Thri-

Kreen meals have driven them to the brink of extinction.

Dhaot

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

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

Dhaot Medium natural humanoid (undead)	Level 7 Controller XP 300
Initiative +4, Senses Perception +5; HP 80; Bloodied 40; AC 21; Fortitude 19, Reflex 19, Will 19 Immune: Disease, Poison, Resist: Insubstantial Speed 6	
Brief Illusion (At-Will, Standard) <i>Illusion</i> +11 vs. Will, 2d6+5 Psychic Damage	
Illusory Terrain (Encounter, Standard) <i>Illusion, Zone</i> This spell prevents a victim walking into the zone seeing the true dangers, Dhaot use this spell to hide traps, or dangerous terrain. 3 square Zone, +9 vs. Will, 3d8+5 Damage caused via falling, or landing in a trap etc, Target is in difficult terrain. Sustain: Minor	
Invisibility (Recharge 5,6, Minor) Target becomes completely invisible, giving it a +15 to stealth checks. All enemies Grant Him combat advantage.	
Waking Nightmare (Encounter, Standard) <i>Illusion, Fear</i> +11 vs. Will, 3d10+5 psychic damage, target is dazed (Save Ends)	
Alignment Neutral or Evil Languages Common	
Str 10 (+3)	Dex 12 (+4) Wis 14 (+5)
Con 16 (+6)	Int 16 (+6) Cha 16 (+6)

Description Monstrous Compendium: Terrors Beyond Tyr

Tactics: Dhaot cannot fight directly, as they are incorporeal, they can however fight by using their illusion to fool enemies. One of their favorite tactics is to show a target solid ground, when in reality there is a steep drop below.

Lore

DC 20: Dhaot usually use their powers to communicate their tragedy and the location of their home.

DC 25: Dhaot are usually looking for aid in getting their remains returned to their home. They will normally offer secrets in return for help, but if a traveler refuses they will use their illusory powers to harass them both while they are awake and while they are sleeping.

DC 30: Dhaots prefer to appear to travelers when they are least likely to scare them.

Dolphin, Athasian

Athasian Dolphins are intelligent, Psionic sea-going mammals. They are silvery white in colour and the sun reflects brilliantly of them.

Athasian Dolphin		Level 6 Controller
Medium Natural Beast (Psionic)		XP 250
Initiative +4, Senses Perception +9; HP 70; Bloodied 35; AC 20; Fortitude 20, Reflex 22, Will 22 Resist Psionic/Psychic 5 Speed Swim 10		
Bottle Nose Ram (At-Will, Standard) +11 vs. AC, 1d6+4, Moves up to 4 squares prior to the attack.		
Psionic Blast (Encounter, Standard) <i>Psionic</i> Blast 3, +8 vs. Will, 3d6+4 damage and all creatures in the blast are pushed 2 squares, Bewilderment (Encounter, Standard) <i>Psionic, Charm</i> +10 vs. Will, Dazed until end of next round. The victim attacks any creature stepping into an adjacent square with a basic melee attack.		
Alignment Good		Languages Telepathy
Skills Perception +9, Psionics +12		
Str 12 (+4)	Dex 12 (+4)	Wis 12 (+4)
Con 14 (+5)	Int 18 (+7)	Cha 19 (+7)

Description Mind Lords of the Last Sea

Tactics: The dolphins would prefer to attack with their psionic powers, but if forced to they will charge with their hard bottlenoses.

Lore

DC 15: All Athasian Dolphins dwell in the Last Sea

DC 20: Athasian Dolphins are peaceful by nature, but recent generations have warred constantly with the Athasian Sharks.

Drake, Athasian

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

Most of the people of Athas believe these creatures to be mythological, and not real at all.

Air Drake

Air Drakes are flighty and unpredictable; they spend

most of their time soaring around and throughout the Athasian Mountains.

Air Drake		Level 25 Solo Lurker
Gigantic Elemental Beast		XP 35,000
Initiative +23; Senses Perception +17; HP 1160; Bloodied 580; AC 39; Fortitude 42, Reflex 42, Will 43 Resist 5 Psionic/Psychic Saving Throws +5 Speed 5, fly 15 (altitude limit 5), Jump 3 Action Points 2		
Claw (Standard, At-Will) Reach 3, +30 vs. AC, 3d8+9 Damage		
Bite/Swallow (Standard, At Will) Reach 2, +28 vs. Ref, 3d8+9 Damage, plus the victim will suffocate as rules in DMG state, unless victim is removed from the Drake or it can break its Grab.		
Tail Lash (Free, At Will) Burst 6, +28 vs. AC, 2d8+9 damage, all victims knocked prone		
Fly and Drop (Standard, Encounter) Reach 2, +28 vs. Ref, 5d12+9 damage, Target prone and Dazed, If the Drake has successfully hits an opponent with this attack, It will fly straight up into the air to a great height and let its victim plummet to the earth.		
Tornado (Standard, Encounter) <i>Cold, Zone</i> Zone Burst 3, +26 vs. Fort, 5d10+9 cold damage 10 ongoing cold damage, All victims caught in tornado are Blinded and Slowed. Anybody entering the tornado suffers 4d10+9 damage, plus 10 ongoing and are blinded and slowed. Being a being of elemental power, the Air Drake can gate a small tornado, which it can sustain and control with a minor action.		
Psychic Crush (Standard; Encounter) <i>Psionic</i> +28 vs. Will, 4d6+9 Psychic damage, victims are weakened (Save Ends)		
Psionic Invisibility (Standard, Recharge) <i>Psionic</i> +15 to stealth		
Alignment Unaligned		Languages –
Skills Stealth +25, Perception +17		
Str 25 (+19)	Dex 25 (+19)	Wis 10 (+12)
Con 24 (+19)	Int 10 (+12)	Cha 28 (+21)

Description Monster Compendium: Dark Sun

Tactics Air Drakes prefer to attack silently from the air, they will always attempt to blindside their targets.

Lore

DC 20: Air Drakes prefer their food thoroughly softened before eating it, they will tenderize meat by carrying a carcass high into the sky and they releasing it, allowing it to plummet to the earth.

Earth Drake

Earth Drakes are frequently mistaken for outcropping or rock. They are gray, brown and black reptilian creatures covered with thousands of small spiny scales; they have tremendous fore legs, and equally powerful hind legs that are used for digging. Their heads and tails resemble those of a terrapin, except on a huge scale.

Earth Drake		Level 26 Solo Brute
Gigantic Elemental Beast		XP 45,000
Initiative +21, Senses Perception +13; HP 1,210; Bloodied 605;		

AC 40; Fortitude 40, Reflex 38, Will 40
Resist Psychic/Psionic 5
Saving Throws +5
Speed 6 Squares
Action Points 2
Claw (At-Will, Standard)
Reach 2, +29 vs. AC, 4d6+9 damage
Bite/Swallow (Standard, Recharge when first bloodied)
Reach 2, +27 vs. Ref, 4d6+9 damage, Grabbed, 10 ongoing damage from shaking its head side to side until the victim can escape.
Tail Lash (Free, At-Will)
Burst 3, +27 vs. AC, 3d8+9 damage all targets are knocked prone. The drake uses its tail lash at the opening of every round.
Bury Alive
The Earth Drake gates elemental material right on top of the intended victims.
Range 30, Blast 2, +25 vs. Ref, 4d10+9 damage, Buried. A successful attack buries the target under dirt, the victims will suffocate if they do not dig out, and 3 successful str checks vs. a DC of 30 will dig the character out. (Must make endurance checks for every round the PC is buried to avoid suffocation)
Detonate
Range 20, blast 2, +25 vs. Ref, 5f12+9 damage, Victims dazed (Save Ends) The ground around the Earth Drake explodes, throwing fragments of stone into the air.
Alignment Unaligned
Languages –
Str 29 (+22)
Dex 26 (+21)
Wis 10 (+13)
Con 26 (+21)
Int 10 (+13)
Cha 26 (+21)

Description Monstrous Compendium: Dark Sun

Tactics Earth Drakes will normally try to lure prey into its lair, where it will use psionic powers to create a cave in behind the target. Once trapped the Earth Drake will attack with its claws and bite.

When it bites, the Earth Drake will grapple the target and shake its head violently, causing ongoing damage

Lore

DC 15: When ever an Earth Drake digs its lair into bedrock under the ands of Athas they always cover the entrance with loose creating a Pit Trap.

DC 20: Earth Drakes love to eat Merkillot flesh.

DC 25: Earth rakes hate humanoid encroachment into their lands and will usually try to kill them on sight.

Fire Drake

Fire Drakes are the most evil and malicious of all Drakes; they revel in inflicting pain for the pleasure of watching a victim writhe in agony.

Fire Drakes are large lizard like beasts with an extremely glossy red and black-scaled skin. They have four legs, but the front two are used much like arms, with the rear two being extremely large and powerful.

Fire Drake	Level 20 Solo Controller
Gigantic Elemental Beast	XP 14,000
Initiative +16; Senses Perception +16;	
HP 955; Bloodied 477;	
AC 34; Fortitude 38, Reflex 38, Will 38	
Immune Fire; Resist 5 Psionic/Psychic	
Saving Throws +5	
Speed 6, Jump 2	
Action Points 2	

Claws
Reach 2, +25 vs. AC, 2d8+9 Damage
Bite
Reach 3, +25 vs. AC, 3d8+9 damage
Tail Lash
Burst 3, +23 vs. AC, 3d8+9 damage all targets are knocked prone. The drake uses its tail lash at the opening of every round.
Flame Burst (Standard, Encounter)
The Fire Drake causes a massive burst of flame within range; this power can be altered with their use of Control Flame and Double Pain Abilities.
Burst 3 within 20, +21 vs. Ref, 4d10+9 Fire Damage, with 10 ongoing fire damage (Save Ends)
Double Pain (Standard, Recharge 5,6)
This power can be used to double the effect of ongoing attacks from the Fire Drake.
+23 vs. Will, Special, Doubles ongoing effects (Save Ends)
Inflict Pain (Standard, Encounter)
+23 vs. Will, 4d10+9 Psychic Damage, 5 ongoing
Control Flame (Standard, Recharge 4,5,6)
The Fire Drake takes a single flame and causes it to expand burning everything in the area.
Burst 5, +21 vs. Ref, 4d10+9 Fire Damage, 10 ongoing (Save Ends)
Alignment Evil
Languages –
Str 22 (+16)
Dex 23 (+16)
Wis 26 (+16)
Con 23 (+16)
Int 10 (+10)
Cha 13 (+11)

Description Monstrous Compendium: Dark Sun

Tactics: Fire Drakes will happily use their psionics to leave enemies in pain; they will usually make their psionic attack immediately after causing any ongoing damage.

In combat Fire Drakes make a snorting noise that could easily be mistaken for laughter.

Lore

DC 15: Fire Drakes prefer to make their lairs close to natural volcanic activity, or in areas where they can bask all day in the scorching athasian sunlight, at night they bury themselves in the hot sand, to avoid the cool air of nighttime.

DC 25: Fire Drakes are carnivores that prefer to feed on humanoids to all other foods.

DC 30: The scales from fire drakes are used in the manufacture of masterwork armours.

Water Drake

Water Drakes are the rarest and most elusive of all Drakes, for two reasons. First is the limited supply of water on Athas, and the second is their near sociopathic hatred of all humanity.

Water Drakes are pale Green-blue in coloration, with a large blow hole situated on the back of their heads. Water drakes are slim reptile creatures with a broad flat tail.

Water Drake	Level 20 Solo Lurker
Huge Elemental Beast	XP 14,000
Initiative +22; Senses Perception 10;	
HP 970; Bloodied 485;	
AC 36; Fortitude 40, Reflex 42, Will 39	
Immune Cold; Resist Psionics/Psychic 5	
Saving Throws +5	
Speed 6, swim 7	

Action Points 2		
Claws		
Reach 2, +25 vs. AC, 3d6+8 damage		
Bite		
Reach 3, +25 vs. AC, 2d6+8 damage		
Tail Lash		
Burst 3, +23 vs. AC, 3d6+8 damage all targets are knocked prone. The drake uses its tail lash at the opening of every round.		
Rush of Water (Standard, Encounter) <i>Water</i>		
The Water Drake uses this ability to gate a rush of water towards his enemy, the rush of water knocks all enemies caught in it backwards.		
Blast 5, +21 vs. Ref, 4d10+7 damage, All creatures in the blast are knocked back 2 squares and prone.		
Telekinesis (Encounter, Standard) <i>Psionics</i>		
The Water drake uses its Telekinesis to either hurl objects at its enemy or simply hurl its enemy at an object.		
Range 15, +23 vs. Ref, 4d8+7 damage		
Chameleon Power		
+15 to stealth, the Water Drake can change its colours and patterns to better hide in its surroundings.		
Alignment Unaligned Languages –		
Skills Stealth +23		
Str 22 (+16)	Dex 26 (+18)	Wis 10 (+10)
Con 26 (+18)	Int 10 (+10)	Cha 20 (+15)

Description Monstrous Compendium: Dark Sun

Tactics: If on land a Water Drake will retreat to water as soon as combat starts. Water Drakes will always attacks the target it perceives as the strongest first, hoping that killing it will demoralize the other enough to make the fight easier.

Lore

DC 20: Water Drakes are reclusive and prefer as little contact with humanity as possible. They will avoid intruders unless they stumble across their lair, then they will attack mercilessly.

DC 30: Water Drakes generally store their food and let it rot for a period of time before devouring it.

Drake, Lesser Athasian

Lesser drakes are so named because of their psionic power compared to elemental drakes, rather than their size. Although they come from the paraelemental planes, they have lost all memories of their origins and are unable to return there. Their psionic powers are less developed than those of the elemental drakes, but they are formidable foes in physical combat and have sufficient power to survive on Athas. Lesser drakes are carnivorous and prefer to eat erdlu or halfling to any other meat. The magma drake is fond of dwarf meat.

Magma Drake

Magma drakes are enormous creatures that look like worms with two claws just behind their heads. The drake can swallow creatures as large as 12 feet long. Their bodies are covered with thick scales in varying shades of red. The magma drake has two large black eyes set toward the top of its head and has a flaring snout. The nose and eyes have protective flaps of very tough skin that close when the drake is swimming through molten lava.

Magma Drake		Level 13 Solo
Gigantic elemental beast (Fire, Earth)		Artillery
		XP 4,000
Initiative +10; Senses Perception +6;		
HP 670; Bloodied 365;		
AC 27; Fortitude 33, Reflex 31, Will 29		
Immune Fire/Heat		
Saving Throws +5		
Speed 8, Burrow 2, Swim 6		
Action Points 2		
Bite (At-Will, Standard)		
Reach 3, +20 vs. AC, 2d8+6 damage		
Lava Splash (At-Will, Standard)		
Range 5, +18 vs. Ref, 1d10+6 Fire damage, 5 ongoing damage (Save Ends)		
Swallow (Encounter, Standard)		
Reach 3, +18 vs. Fort, 4d10+6 Damage, plus the victim will suffocate as rules in DMG state, unless victim is removed from the Drake or it can break its Grab.		
Constriction (Encounter, Standard)		
+18 vs. Fort, 3d10+6 damage, Ongoing 10, break Grab ends ongoing damage		
Tail Slap (Free, At-Will)		
Burst 3, +20 vs. AC, 1d10+6 damage, Victims knocked prone.		
Alignment Unaligned Languages –		
Str 18 (+10)	Dex 19 (+10)	Wis 10 (+6)
Con 22 (+12)	Int 12 (+7)	Cha 19 (+10)

Description Monstrous Compendium II: terrors Beyond Tyr

Tactics: Magma Drakes will try to stay in their lava pools and splash foes with molten lava, once they feel their enemies are weakened enough they will move in and attempt to swallow their selected prey whole.

Lore

DC 15: Magma Drakes prefer to live in caverns near volcanoes. They are at home in Magma and can stay submerged for extended periods of time.

DC 25: Magma Drakes collect anything that is red in colour.

DC 30: Magma Drakes hate Earth Drakes and will attack them on sight.

Rain Drake

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

Rain Drake		Level 15 Solo
Gigantic elemental beast (Water, Air)		Controller
		XP 6,000
Initiative +13; Senses Perception +8;		
HP 725; Bloodied 362;		
AC 29; Fortitude 33, Reflex 35, Will 35		
Immune Cold; Resist Psychic/Psionic 5; Vulnerable Sunlight (Radiance) 5		
Saving Throws 5		
Speed 6, Swim 9		
Action Points 2		
Bite (At-Will, Standard)		
+20 vs. AC; 1d10+6 damage		
Claws (At-Will, Standard)		

+20 vs. AC; 1d10+6 damage		
Domination (Standard, Encounter) <i>Psionic, Charm</i>		
+19 vs. Will; 3d10+6 damage, Victims is Dominated (Save Ends) While dominated, the drake may use a minor actions to make the victim attack friends using basic melee or ranged attacks. Also while dominated the victim may not make attacks against the Drake.		
Psychic Crush (Standard, Recharge when first bloodied) <i>Psionic, Charm</i>		
Burst 3 within 15, +17 vs. Will, 3d6+6 Psionic damage to all victims in range. All victims are stunned (Save Ends)		
Swallow (Standard, Recharge 5,6)		
+19 vs. Fort, 3d10+6 damage, plus the victim will suffocate as rules in DMG state, unless victim is removed from the Drake or it can break its Grab.		
Alignment Evil Languages –		
Str 18 (+11)	Dex 22 (+13)	Wis 12 (+8)
Con 17 (+10)	Int 10 (+7)	Cha 23 (+13)

Description Monstrous Compendium II: Terrors Beyond Tyr

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

Lore

DC 20: Rain Drakes lair in pools beneath waterfalls if they can, but any body of water is a possible lair.

DC 25: Rain Drakes can survive out of water at light for short amounts of time; if they are exposed to sunlight they start taking damage immediately (5 on going, can save once out of the sunlight)

Silt Drake

Silt Drakes are 70ft long sand coloured serpents, they are commonly believed to be related to the powerful elemental drakes. Their heads are blunt and horned, with a 6ft wide mouth.

Silt Drake	Level 12 Solo Brute
Huge Elemental Beast	XP 3,500
Initiative +11; Senses Perception +6;	
HP 620; Bloodied 310;	
AC 26; Fortitude 32, Reflex 31, Will 29	
Saving Throws +5	
Speed 6, swim 9	
Action Points 2	
Bite (standard, At-Will)	
Reach 2, +15 vs. AC, 3d6+5 damage	
Tail Slap (Free, At-Will)	
Burst 2, +15 vs. AC, 3d6+5 damage, Knocks all opponents back 2 squares and prone	
Constriction (Standard, Recharges when first bloodied)	
+13 vs. Ref, 3d8+5 damage, ongoing 10 damage until the victim can break the Drakes grab.	
Swallow (Encounter, Standard)	
+13 vs. Fort, 4d10+5 damage, plus the victim will suffocate as they drown in the silt within the beast (as rules in DMG state), unless victim is removed from the Drake or it can break its Grab.	
Alignment Unaligned Languages –	
Str 22 (+12)	Dex 21 (+11) Wis 10 (+6)
Con 20 (+10)	Int 10 (+6) Cha 21 (+11)

Description Valley of Dust and Fire, Monstrous Compendium: Terrors Beyond Tyr

Tactics: Silt Drakes prefer to attack from the Silt,

moving in for lightning attacks. They will try to stay under the silt as much as possible making it hard for enemies to attack it unless they dive into its element.

Lore

DC 15: Silt Drakes are natives of the deeper portions of the Sea of Silt, completely at home in the choking dust and mud flats.

Sun Drake

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

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

Sun Drake	Level 18 Solo
Gigantic elemental beast (Fire, Air)	Soldier
	XP 10,000
Initiative +17; Senses Perception +10;	
HP 856; Bloodied 428;	
AC 34; Fortitude 30, Reflex 30, Will 30	
Immune Heat; Resist Psychic/Psionic 10; Vulnerable Cold 10	
Saving Throws +5	
Speed 6, Fly 12	
Action Points 2	
Bite (At-Will, Standard)	
+25 vs. AC, 1d10+7 damage	
Claw (At-Will, Standard)	
+25 vs. AC, 2d8+7 damage, if the first blow lands, the Drake also gets a secondary attack, +25 vs. AC, 2d8+7 damage. The secondary attack can be against any creature adjacent to the original target.	
Domination (Standard, Encounter) <i>Psionic, Charm</i>	
+23 vs. Will; 2d8+7 damage, Victims is Dominated (Save Ends) While dominated, the drake may use a minor actions to make the victim attack friends using basic melee or ranged attacks. Also while dominated the victim may not make attacks against the Drake.	
Dehydration (Standard, Recharge when first bloodied)	
Radiant	
Blast 6, +21 vs. Fort, 3d8+7 radiant damage, victims are dazed (Save Ends)	
Swallow (Standard, Recharge 6)	
+23 vs. Fort, 3d6+8 damage, plus the victim will suffocate as rules in DMG state, unless victim is removed from the Drake or it can break its Grab.	
Alignment Evil Languages –	
Str 22 (+15)	Dex 22 (+15) Wis 13 (+10)
Con 21 (+14)	Int 13 (+10) Cha 25 (+16)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Sun Drakes love to bite and claw their foes, they resist and use their other abilities if they believe an enemy will put up too much of a fight.

Lore

DC 15:

DC 20: Sun Drakes prefer to live amongst the highest peaks they can find in whatever area they inhabit. They only use their lairs at night, preferring to spend their whole days soaring over the desert looking for prey.

DC 25:

DC 30: Sun Drakes prefer the company of either elemental fire or elemental air creatures (never both)

Dray

Dray are also referred to as the Dragonborn. They are an experiment by the Dragon-king Dregoth. Many Dray live out there lives as servants to Dregoth.

First Generation Dray Scavenger

First Generation Dray are more often than not mutated, they may have an extra appendage, or one of numerous other deformations.

The Scavengers live in ruins around the Silt Sea, surviving any way they can.

Dray Scavengers	Level 2 Minion
Medium Aberration Humanoid	XP 31
Initiative +8; Senses Perception +2	
HP 1; <i>Minions can never be hurt by an attack that misses.</i>	
AC 15; Fortitude 14, Reflex 14, Will 14	
Speed 6	
Bone Club (Standard, At-Will)	
+7 vs. AC, 1d6+3 damage	
Wild Talent (Standard, Encounter) ♦ Psychic	
Burst 2, +5 vs. Will, 3d6+3 Psychic Damage	
Dragonborn Fury (Only While Bloodied)	
A dragonborn gains a +1 racial bonus to attacks Rolls	
Dragon Breath (Minor, Encounter) ♦ Fire	
Close Blast 3, +5 vs. Ref, 1d6+2 Fire Damage	
Alignment Unaligned	Languages Dray
Skills Stealth +8	
Str 16 (+4)	Dex 14 (+3) Wis 13 (+2)
Con 14 (+3)	Int 10 (+1) Cha 10 (+1)
Equipment: Bone Club	

Description City by the Silt Sea

Tactics: First generation Dray tend to avoid combat if possible, if pressed they will attack with their bone clubs and psionics, usually they will try to swarm an enemy.

Dray Defiler

Dray Defiler	Level 11 Elite Controller
Medium Aberration Humanoid	XP 1200
Initiative +6; Senses Perception +8;	
HP 228; Bloodied 114	
AC 25; Fortitude 29, Reflex 26, Will 29	
Saving Throws +2 to all Saving Throws	
Speed 6	
Action Points: 1	
Club (Standard, At-Will)	
+16 vs. AC, 1d8+5 damage	
Fireball (Standard, Encounter) ♦ Fire, Arcane	
Range 10, Burst 3; +15 vs. Reflex; 4d10+5 damage, 5 on going (save ends)	
Ray of Enfeeblement (Standard, recharge ☐ ☐) ♦ Arcane	

Blast 3, +15 vs. Fort, 3d6+3 damage, Targets Weakened (save ends)		
Wild Talent (Standard, Recharge when bloodied) ♦ Psychic		
Burst 3,+15 vs. Will, 3d8+5 Psychic Damage		
Dragonborn Fury (Only While Bloodied)		
A dragonborn gains a +1 racial bonus to attacks Rolls		
Dragon Breath (Minor, Encounter) ♦ Fire		
Close Blast 3, +8 vs. Ref, 2d6+4 Fire Damage		
Alignment Evil	Languages Dray	
Skills Arcana +15		
Str 13 (+6)	Dex 13 (+6)	Wis 18 (+9)
Con 18 (+9)	Int 21 (+10)	Cha 13 (+6)
Equipment: Stone Club		

Description City by the Silt Sea

Tactics: The Dray Defiler will normally try to sacrifice its troops before having to fight himself. He will usually try to herd his enemies in together before hurling a fireball at them.

Dray Kalin Rider

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

Kalin Rider	Level 13 Elite Controller
Medium Aberration Humanoid	XP 1,600
Initiative +7; Senses Perception +12	
HP 262; Bloodied 131;	
AC 29; Fortitude 29, Reflex 28, Will 33	
Saving Throws +2 to all Saving Throws	
Speed 4	
Action Points: 1	
Metal Long Sword (Standard, At-will)	
+27 vs. AC, 2d8+6 damage	
Dragon's Blessing (Standard, Recharge at Bloodied) ♦ Fire	
Ranged 10, +17 vs. Ref, 3d10+6 fire damage, and 2 allies within in the Templar's Line of sight gain a +2 power bonus to their next attack and damage rolls	
Burst of Flame (Standard, Encounter) ♦ Fire	
Blast 5, +15 vs. Ref, 4d10+6 Fire Damage and 5 ongoing fire damage (save ends)	
Wild Talent (Standard, Encounter) ♦ Psychic	
Burst 3, +15 vs. Will, 3d8+5 Psychic Damage	
Dragonborn Fury (Only While Bloodied)	
A dragonborn gains a +1 racial bonus to attacks Rolls	
Dragon Breath (Minor, Encounter) ♦ Fire	
Close Blast 3, +7 vs. Ref, 2d6+5 Fire Damage	
Alignment Evil	Languages Dray
Skills Religion +17, Arcana +17	
Str 13 (+7)	Dex 13 (+7) Wis 22 (+12)
Con 19 (+11)	Int 19 (+11) Cha 13 (+7)
Equipment: Metal Long Sword +1, Kalin Hide Armour	

Description City by the Silt Sea

Tactics: Kalin Riders will use their troops and lesser Templars to attack before joining the fray themselves. They will normally try to begin with their dragon's Blessing and then wade in on their mounts slashing through their enemy.

Lore

DC 20: Most Dray citizens hate the Kalin Riders; they are brutal and uncompromising servants of Dregoth.

Dray Templar

Dray Templar	Level 11 Controller
Medium Aberration Humanoid	XP 600
Initiative +6; Senses Perception +10. Dread of Law (Fear) aura 2; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty to all defences until the end of the encounter. HP 114; Bloodied 57; AC 25; Fortitude 27, Reflex 24, Will 38 Speed 6 Bone Long Sword (Standard, At-Will) +16 vs. AC, 1d8+5 damage Burst of Flame (Standard, Encounter) ♦ Fire Blast 5, +13 vs. Ref, 4d10+6 Fire Damage and 5 ongoing fire damage (save ends) Wild Talent (Standard, Encounter) ♦ Psychic Burst 3, +13 vs. Will, 3d8+5 Psychic Damage Dragonborn Fury (Only While Bloodied) A dragonborn gains a +1 racial bonus to attacks Rolls Dragon Breath (Minor, Encounter) ♦ Fire Close Blast 3, +8 vs. Ref, 1d6+4 Fire Damage Alignment Evil Languages Dray Skills Religion +15, Arcana +15 Str 13 (+6) Dex 13 (+6) Wis 21 (+10) Con 18 (+9) Int 18 (+9) Cha 13 (+6) Equipment: Bone Long Sword	

Description City By the Silt Sea

Tactics: Templars will always throw their troops into combat before they commit them selves. They will normally flee unless it is absolutely necessary for them to fight.

Drik

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

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

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

Drik

Level 17

Gigantic natural beast (lizard)	Brute
	XP 1,600
Initiative +9 Senses Perception +9; HP 203; Bloodied 101; AC 29; Fortitude 36, Reflex 34, Will 34 Speed 4 Clawed Forelegs (at-Will, Standard) +20 vs. AC, 3d8+7 Damage Bite (At-Will, Standard) Reach 2, +20 vs. AC, 3d7+7 Damage Ram (Standard, Encounter) Move 4 Squares, Hits all targets within 2 squares of where the Drik stops. +18 vs. Ref, 4d12+7 damage, Victims are pushed back 5 squares and Knocked Prone Alignment Unaligned Languages – Str 24 (+15) Dex 21 (+13) Wis 21 (+13) Con 23 (+14) Int 4 (+5) Cha 10 (+8)	

Drík Warmachine

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

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

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

Drík Warmachine	Level 17
Gigantic natural beast (lizard)	Elite Brute XP 3,200
Initiative +9 Senses Perception +9; HP 406; Bloodied 203; AC 31; Fortitude 38, Reflex 34, Will 36 Saving Throws +2 Speed 4 Action Points 1 Clawed Forelegs (at-Will, Standard) +20 vs. AC, 3d8+7 Damage Bite (At-Will, Standard) Reach 2, +20 vs. AC, 3d7+7 Damage Ram (Standard, Encounter) Move 4 Squares, Hits all targets within 2 squares of where the Drik stops. +18 vs. Ref, 4d12+7 damage, Victims are pushed back 5 squares, dazed (Save Ends) and knocked prone Customised War Machine (Free Action, At-Will) Once every round, as a free action the soldiers riding on the back of the Drík warmachine can fire it's ballista. Range 20, +18 vs. Ref, 2d8+7 damage, Victims knocked prone. Alignment Unaligned Languages – Str 24 (+15) Dex 21 (+13) Wis 21 (+13) Con 23 (+14) Int 4 (+5) Cha 10 (+8)	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: When faced with other Driks, a Drik will normally Ram first. When faced with other creatures it

is the norm for it to bite and claw.

Lore

DC 15: Wild Driks live in small family groups that are dominated by a single female

DC 20: Wild Driks are hunted so they can be tamed and turned into war machines.

High Drik

Another more foul and corrupt method for altering the drik is known only to the defilers under the directorship of King Hamanu, warrior king of Urik. The minions of Hamanu are sent to the shores of the Black Waters to find drik eggs. These eggs are brought back to a bestiary that has been especially designed for this type of experimental conversion. The defilers use their foul magics to change the way the beasts develop within their eggs. Only 20% of the treated eggs survive the process. The process stunts their growth, allowing them to grow to a maximum height of only 18 feet. However, the benefits to the armies of Hamanu far outweigh this minor setback. High driks are relatively quick and nimble bipeds. Their forelegs have mutated and now boast three fingers instead of the clawed hooves of their brethren. The red to black and veins protrude beneath the thick hide skin of high driks is a dark, blood of the creatures. Their shells retain a smaller but relatively unchanged shape except that they are more twisted and jagged than the natural form. The shell color ranges from gray to black with sickly-green flecks riddling the surface. The tusks around the high driks' heads are proportionately smaller than those of their unaltered relatives. Their mouths, however, are filled with multiple rows of black, razor sharp teeth. Green, viscous fluid seeps from their slavering maws. High driks are also relatively intelligent and can speak in a crude form of the common tongue if taught. They can also communicate with other natural driks.

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

High Drik Huge Aberrant Humanoid (Lizard)	Level 8 Elite Brute XP 700
Initiative +7 Senses Perception +7; HP 212; Bloodied 106; AC 22; Fortitude 27, Reflex 23, Will 25 Saving Throws +2 Speed 6 Action Points 1	
Large Longsword (at-Will, Standard) Weapon +11 vs. AC, 3d8+5	
Bite (At-Will, Standard) Poison +11 vs. AC, 2d6+5, Crit 19-20, 5 ongoing Poison damage (Save Ends)	
Ego Whip (Encounter, Standard) Psionic +9 vs. Will, 3d8+5 Psionic Damage, Victim is stunned (Save Ends)	
Defiling Blast (Encounter, Standard) Defile, Necrotic	

Blast 4, +9 vs. Ref, 3d10+5 Necrotic Damage +2 ongoing damage for every creature adjacent to the High Drik. All creatures adjacent to the Drik lose 5 hitpoints.

Beserking Fury (Minor Action, Recharge When First Bloodied)

The High Drik makes a Longsword attack against all creatures within reach.

Alignment Evil	Languages –	
Str 20 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 16 (+7)	Int 10 (+4)	Cha 10 (+4)

Equipment: Large Bone Longsword, Various Trophies from felled victims.

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: High Drik will fight with their Weapons and deadly bite more often than not. If the mood takes them or if they wish to keep an enemy at bay with their defiling blast and ego whip powers.

Lore

DC 20: High Drik are unnatural creations that are kept in isolated barracks. They are treated well by the guards who keep them. Hamanu sees the High Drik as his greatest creation and they are his favorite pets, to harm one brings the highest of penalties.

Dune Reaper

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

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

Dune Reaper Drone

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

Drones aren't intelligent enough to initiate any actions on their own and are therefore supervised by a warrior reaper. Each drone is assigned to one warrior and all orders come through her. They are bonded by their pheromones and this relationship lasts for life. If

warrior drones are killed or die, the pride sets upon her remaining drones and destroys them.

Dune Reaper Drone		Level 8
Large natural humanoid (Insectoid)		Minion
		XP 88
Initiative +7 Senses Perception +7;		
HP 1, Minions cannot be hit by any attack that misses		
AC 24; Fortitude 25, Reflex 23, Will 23		
Speed 6, Jump 4		
Scythe Claws (At-Will, Standard)		
+15 vs. AC, 9 damage		
Bite (At-Will, Standard)		
+15 vs. AC, 7 damage		
Alignment Unaligned		Languages –
Str 20 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 10 (+4)	Int 4 (+1)	Cha 10 (+4)

Dune Reaper Warrior

Warrior reapers are the sergeants of the pride. They see that the orders of the matron are carried out. Generally, warriors constitute about one-third of the pride population. Warriors are assigned 2 to 5 drones that are bonded to them for life. If a drone dies, one is assigned to the warrior when a new drone is born. If things are going poorly and it looks as if the drones will be defeated, warriors use superior invisibility to escape to warn the pride and to gather reinforcements. This may seem cruel but is an instinct and not an act of cowardice as the total defeat of a warrior's clan will incite the warrior, matron to attack the warrior. It is extremely rare for warriors to be victorious in such a match

Dune Reaper		Level 10
Large natural humanoid (Insectoid)		Soldier
		XP 500
Initiative +9; Senses Perception +9;		
HP 107; Bloodied 53;		
AC 26; Fortitude 27, Reflex 26, Will 26		
Speed 6, Jump 5		
Scythe Claws (at-Will, Standard)		
+19 vs. AC, 3d6+8 damage		
Bite (at-Will, Standard)		
+19 vs. AC, +1d8+5 damage		
Leap Attack (Encounter, Standard)		
Jump up to 5 squares, +17 vs. Ref, 3d8+5 damage, victim is knocked prone		
Invisibility (Encounter, Move)		
This gives the Reaper a +15 to stealth. It also means the enemies grant combat advantage to the reaper and the reaper is treated as if it is in total concealment.		
Sustain: Minor		
Alignment Unaligned		Languages –
Str 21 (+10)	Dex 18 (+9)	Wis 18 (+9)
Con 19 (+9)	Int 7 (+2)	Cha 12 (+6)

Dune Reaper Matron

It is the duty of the matron to direct the pride in all of its actions. She decides when and where a specific clan will hunt and when the pride migrates from one hive to the other.

Dune Reaper		Level 10 Elite
Large natural humanoid (Insectoid)		Soldier (Leader)
		XP 1,000
Initiative +8; Senses Perception +10;		

Aura of Control: All Dune Reapers within 5 squares gain +1 to all attack roles due to the Matron superior Intellect and Tactics

HP 214; **Bloodied** 107;

AC 26; **Fortitude** 22, **Reflex** 22, **Will** 22

Resist Psionic/Psychic 5;

Saving Throws +2

Speed 6, Jump 5

Action Points 1

Scythe Claws (at-Will, Standard)

+19 vs. AC, 3d6+8 damage

Bite (at-Will, Standard)

+19 vs. AC, 1d8+5 damage

Leap Attack (Encounter, Standard)

Jump up to 5 squares, +17 vs. Ref, 3d8+5 damage, victim is knocked prone

Psychic Crush (Encounter, Standard) *Psionic*

Burst 1 within 15, +17 vs. Will, 3d8+5 psionic damage, Victims are dazed (Save Ends)

Invisibility (Encounter, Move)

This gives the Reaper a +15 to stealth. It also means the enemies grant combat advantage to the reaper and the reaper is treated as if it is in total concealment.

Sustain: Minor

Alignment Unaligned

Languages –

Str 21 (+10)

Dex 16 (+8)

Wis 20 (+10)

Con 19 (+9)

Int 9 (+3)

Cha 12 (+6)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Dune Reapers generally have the Drones attack first with the warriors commanding them. If the battle is going badly the warriors will escape for reinforcements. The matrons will rarely fight, unless cornered or forced to.

Lore

DC 15: Dune reapers roam the wastes in small prides that can include as many as 30 individuals. There is a strict hierarchy within the pride and it is matriarchal in nature. There are three distinct stations within the pride: the matron, the warriors, and the drones.

DC 20: A pride of reapers will make its home on or near the base of a cliff near a water source within their territory. These lairs are built from the sand and gravel by mixing it with secretions from the drone's mouths. These structures raise multiple levels above the ground and several layers below the ground and appear structurally like an adobe hive. Each pride has two such nests within their territory and the pride splits their time evenly between them, half the year at each.

DC 25: Dune reapers eat anything, plant or animal. They have even been seen eating small stones. Stones, it is believed, aid in digesting its varied foods. If food is in extremely short supply, prides have been known to turn on each other over meals and often fight to the death.

DC 30: It is their ferocity that makes them so prized in the arena. One event favored by sorcerer kings involves setting loose one reaper above two combatants just as a killing blow is about to be delivered.

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

armor.

Dwarf, Athasian

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

Dwarves stand an average of 41/2i to 5 feet tall. They tend to have disproportionate statures because of over-muscled bodies and sometimes weigh as much as 200 pounds despite their height. Their massive hands permit them to hold weapons that seem too large for their size. Equally large feet help keep their bulging frames standing. Deep-set eyes sometimes give the impression that the dwarves are constantly observing, silently watching and judging the actions of those around them. Other than a distinctive build and usually hairless heads, dwarves do not stray too far from a human appearance.

However, endless hours laboring under the scorching, Athasian sun has brought them deep copper tans and calloused bodies. There is a joke spread by the humans that dwarves use no whetstone to sharpen their weapons; instead, they are said to rely upon their own skin to keep their blades sharp. The dwarven language is deep and throaty, with hard, guttural consonants that usually end the brief sentences.

Since their tongue often makes non-dwarves hoarse after a few hours of speech, dwarves are willing to learn the common language spoken by merchants throughout the land. Because the language is so difficult, dwarves view with respect those who attempt their language for extended periods, in return for the honor they feel is being demonstrated to them.

Dwarf Earth Cleric

The Earth Cleric is a highly respected position in the Dwarven clans. They are the spiritual leaders and providers of wisdom to all dwarves.

Dwarf Earth Cleric	Level 9 Brute
Medium natural humanoid (Dwarf)	XP xxx
Initiative +6; Senses Perception +9; HP 117; Bloodied 58; AC 21; Fortitude 24, Reflex 24, Will 26 Saving Throw +5 vs Poison Speed 5	
Obsidian Warhammer (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 2d8+5 Damage	
Earth Tremor (Encounter, Standard) <i>Earth, Divine</i> Burst 2 within 15, +8 vs. ref, 4d8+5 Damage, All creatures in the burst are knocked prone and dazed (save ends)	
Wall of Stone (Encounter, Standard) <i>Earth, Divine</i> The Earth Cleric raises a wall of stone; this wall cannot be knocked down. Area Wall 8 within 10, 5 squares high. <i>Sustain:</i> Minor	
Ironskin (Encounter, Standard) <i>Earth, Divine</i> +2 to AC ad Ref until the end of the next round.	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will) The dwarf templar enforcer makes a melee basic attack	

against the enemy.

Stand Your Ground

When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Common

Skills Nature +14, Religion +14

Str 12 (+5) **Dex** 14 (+6) **Wis** 20 (+9)

Con 17 (+7) **Int** 17 (+7) **Cha** 10 (+4)

Equipment: Obsidian Warhammer, Shell Armour

Dwarf, Feral

Feral Dwarf	Level 1 Minion
Medium Natural Humanoid (Dwarf)	XP 25
Initiative +5; Senses Perception +1; Low Light Vision HP 1; Minion can never be hit by an attack that misses AC 15; Fortitude 14, Reflex 16, Will 14 Saving Throws +5 vs. Poison Speed 5	
Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 7 damage	
Sling (At-Will, Standard) <i>Weapon</i> + 6 vs. Ref, 5 damage	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will) The dwarf templar enforcer makes a melee basic attack against the enemy.	
Stand Your Ground When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned Languages Dwarf, Common	
Skills Nature +6, Stealth +8	
Str 13 (+1) Dex 16 (+3) Wis 13 (+1)	
Con 12 (+1) Int 10 (+0) Cha 10 (+0)	
Equipment: Hide, Armour, Sling or Spear.	
Description Valley of Dust and Fire	

Tactics: Feral Dwarves will use the jungle to their advantage and try to keep combat fast moving. They do not like getting pinned down, where they are generally weaker fighters.

Dwarf Gladiator

Dwarf Gladiator	Level 5 Brute
Medium Natural Humanoid (Dwarf)	XP 200
Initiative +4; Senses Perception +2; Lowlight vision HP 76; Bloodied 38; AC 14; Fortitude 18, Reflex 16, Will 17 Saving Throws +5 vs. Poison Speed 5	
Stone Club (At-Will, Standard) +8 vs. AC, 2d8+4 damage	
Gladiators Rebuke (Encounter, Standard) A foe must have hit you before you can use this power, you then take you anger at them and hammer them with a blow that leaves them bleeding. +6 vs. Fort, 3d6+4 damage, 3 ongoing damage (Save Ends)	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will) The dwarf makes a melee basic attack against the enemy.	
Stand Your Ground When an effect forces a dwarf to move—through a pull, a	

push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Dwarf, Common
Str 18 (+6) **Dex** 14 (+4) **Wis** 10 (+2)
Con 16 (+5) **Int** 13 (+3) **Cha** 16 (+5)
Equipment: Stone Club, Piecemeal Armour

Dwarf Silt Trader

Dwarven Silt Trader's travel the Silt Sea in master crafted Silt Skimmers. They are part merchant, part pirate, depending on what sort of negotiations need to be made.

Dwarf Silt Trader **Level 6**
Medium natural humanoid (Dwarf) **Skirmisher**
XP 250

Initiative +6; **Senses** Perception +10; Lowlight Vision
HP 68; **Bloodied** 34;
AC 20; **Fortitude** 21, **Reflex** 21, **Will** 22
Saving Throw +5 vs. Poison
Speed 5

Bone Dagger (At-Will, Standard) *Weapon*
+11 vs. AC, 1d6+4 damage

Slippery Strike (Encounter, Standard) *Weapon*
+9 vs. Ref, 3d6+4 damage, Dwarf may shift 3 squares.

Hamstring (Encounter, Standard) *Weapon*
+9 vs. Fort, 3d8+4 damage, The victim is Immobilised (Save Ends)

Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)
The dwarf templar enforcer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Common
Skills Insight +10, Perception +10
Str 16 (+6) **Dex** 12 (+4) **Wis** 14 (+5)
Con 14 (+5) **Int** 16 (+6) **Cha** 19 (+7)
Equipment: Bone Dagger

Dwarf Templar Enforcer

Dwarf Templar Enforcer **Level 11 Soldier**
Medium natural humanoid XP 600

Initiative +7; **Senses** Perception +6; Low light vision
Dread of Law (Fear) aura 2; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty to all defences until the end of the encounter.

HP 118; **Bloodied** 59
AC 27; **Fortitude** 27, **Reflex** 27, **Will** 28
Saving Throws +5 vs. Poison
Speed 5

@ Master's Whip (standard; at-will) ♦ Weapon

Reach 2; +18 vs. AC; 2d6+5 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the dwarf templar enforcer cannot use the master's whip to make attacks.

Pull-In (standard; at-will) ♦ Weapon

Reach 2; +18 vs. AC; 1d8+5 damage, and the dwarf templar enforcer makes a secondary attack against the same target. *Secondary Attack:* +18 vs. AC; 1d8+5 damage, and the target is pulled 2 squares.

□ Commanding Word (standard; encounter) ♦ Psychic

Ranged 10; +16 vs. Will; the target is stunned (save ends).

Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)

The dwarf templar enforcer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Common, Dwarven

Skills Insight +11, Intimidate +15, Religion +11

Str 17 (+8) **Dex** 10 (+5) **Wis** 12 (+6)
Con 18 (+9) **Int** 18 (+9) **Cha** 21 (+10)

Equipment master's whip, robes, sigil

Dwarf Warrior

Dwarf Warrior **Level 3 Minion**
Medium Natural Humanoid (Dwarf) XP 38

Initiative +3 **Senses** Perception +1; Low Light Vision
HP 1, minions are never hit by a missed attack

AC 15; **Fortitude** 18, **Reflex** 17, **Will** 17

Saving Throws +5 vs. Poison

Speed 5

Bone Club

+6 vs. AC, 8 damage

Short Bow

+4 vs. Ref, 8 damage

Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)

The dwarf makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** –
Str 17 (+4) **Dex** 14 (+3) **Wis** 11 (+1)
Con 13 (+2) **Int** 11 (+1) **Cha** 14 (+3)
Equipment: Bone Club, Short Bow

Uhrakkus (War Leader)

Uhrakkus **Level 3 Soldier**
Medium Natural Humanoid (Dwarf) **(Leader)**
XP 150

Initiative +4 **Senses** Perception +1; Low Light Vision

HP 36; **Bloodied** 18;

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 18

Saving Throws +5 vs. Poison

Speed 5

Bone Club (at-Will, Standard) Weapon

+10 vs. AC, 1d10+3 damage

Boost the Tribe (Encounter, Standard) Weapon, Healing

The Uhrakkus' mighty blow inspires his troops in combat.
+8 vs. Will, 3d6+3 damage, All allies within 2 squares get a +2 power bonus to defences until the end of your next turn.

Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)

The dwarf makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf

prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Dwarf, Common
Str 14 (+3) **Dex** 12 (+2) **Wis** 10 (+1)
Con 12 (+2) **Int** 14 (+3) **Cha** 17 (+4)
Equipment: Bone Club, Studded Leather

Uhrnius (Leader)

Uhrnius are dwarven warlords, who lead groups of dwarves into battle

Uhrnius	Level 12 Soldier
Medium natural humanoid (Dwarf)	(Leader) XP xxx
Initiative +10; Senses Perception +7; HP 126; Bloodied 63; AC 28; Fortitude 30, Reflex 28, Will 28 Saving Throw +5 vs Poison Speed 5	
Obsidian Mace (At-Will, Standard) <i>Weapon</i> +19 vs. AC, 2d6+5 damage	
Bludgeoning Assault (Encounter, Standard) <i>Weapon</i> + 19 AC, 4d8+5 Damage, plus all Allies adjacent to the Uhrnius can add X to their damage role in the next round.	
Concentrated Attack (Encounter, Standard) <i>Weapon</i> + 19 AC, 3d8+5 Damage, Plus any adjacent allies can make an attack against the Uhrnius' target as a Free Action.	
Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will) The dwarf templar enforcer makes a melee basic attack against the enemy.	
Stand Your Ground When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Unaligned	Languages Common
Skills Endurance	
Str 18 (+10)	Dex 14 (+8) Wis 13 (+7)
Con 22 (+12)	Int 19 (+10) Cha 19 (+10)
Equipment: Obsidian Mace	

Uhrnomus (Over Leader)

Uhrnomus are dwarven Clerical leaders; they normally have decent capabilities with psionic powers as well.

Uhrnomus	Level 16 Controller
Medium natural humanoid (Dwarf)	(leader) XP xxx
Initiative +10; Senses Perception +15; HP 157; Bloodied 78; AC 30; Fortitude 33, Reflex 33, Will 35 Saving Throw +5 vs Poison Speed 6	
Obsidian Warhammer (At-Will, Standard) <i>Weapon</i> +21 vs. AC, 2d8+7 damage	
Psionic Whiplash (Recharge 6, Standard) <i>Psionic</i> Range 5, +20 vs. Will, 3d10+6 Psionic Damage, victim is Stunned (Save Ends)	
Burst of Stone (Encounter, Standard) <i>Earth, Divine</i> Blast 5, +18 vs. Will, 4d10+7 Damage, all enemies are pushed 3 squares and knocked prone and each ally in the blast gain a resist 5 to all damage. <i>Sustain:</i> Minor	
Earthen Shield Bearer (Encounter, Standard) <i>Earth, Divine</i>	

Range 10, +20 vs. Ref, 3d10+6 radiant damage. The Uhrnomus conjures a shield bearer in an unoccupied square adjacent to the target. The shield bearer lasts until the end of his next turn. The shield bearer occupies 1 square, and allies can move through it as if it were an ally. While adjacent to the shield bearer, any ally gains a +2 power bonus to all defenses.

Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)
The dwarf templar enforcer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Common

Skills Religion, Perception, Insight

Str 16 (+11) **Dex** 14 (+10) **Wis** 24 (+15)

Con 21 (+13) **Int** 21 (+13) **Cha** 16 (+11)

Equipment: Obsidian Warhammer

Tactics Dwarves are skilled combatants; their stocky, strong bodies make them very good melee combatants. Most dwarf tactics involve them forming into mobs and attacking enmasse, this gives their Uhrakkus the most opportunity to aid their troops. Uhrakkas earn their positions through combat, so very often they will lead from the front.

Lore

DC 15: Dwarves can be very focused individuals, once they set themselves a task they will work tirelessly to complete it.

DC 20: Dwarves are highly sought after as slaves. Their dwarven focus and strong bodies make them the perfect candidate for a labour slave or a gladiatorial slave.

DC 25: All of the ancient dwarven cities are long lost. The only known ruins are the moaning city, which is overrun with Dwarven undead.

Dwarf, Cursed Dead

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

Dwarf, Cursed Dead	Level 8 Elite
Medium natural animate (Dwarf, undead)	Brute XP 700
Initiative +5 Senses Perception +7; Low Light Vision HP 204; Bloodied 102; AC 22; Fortitude 27, Reflex 24, Will 25 Immune Poison, Disease; Resist 5 Standard Melee/Ranged Weapons; Vulnerable 5 Steel Weapons Saving Throws +2 Speed Float /Fly 7 Action Points 1	
Pummel (At-Will, Standard) +11 vs. AC, 2d8+5 damage	
Sinew Grapple (Recharge When first bloodied, Standard) Reach 3, +9 vs. Ref, 3d8+5 damage, Victim is grabbed and must escape, 5 ongoing damage until victim escapes.	

The Cursed dwarf can grapple one victim and still attack with its pummel or moan attacks as normal. A victim being grabbed by the cursed dwarf can take no actions until the escape.		
Moan (Encounter, Standard) <i>Thunder, Fear</i>		
Blast 5, +7 vs. Will against all creatures in blast, 4d8+5 Thunder damage, Victims left dazed (Save Ends)		
Stubborn (immediate interrupt, when an enemy tries to push the dwarf or knock it prone; at-will)		
The dwarf makes a melee basic attack against the enemy.		
Stand Your Ground		
When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Alignment Chaotic Evil	Languages Ancient Giustenal	
Str 20 (+9)	Dex 12 (+5)	Wis 16 (+7)
Con 12 (+5)	Int 18 (+8)	Cha 8 (+3)

Description City by the Silt Sea

Tactics: the long dead Dwarf will pummel anybody who gets close enough to a Cursed Dead.

A cursed dead's special attack is both frightening and gruesome. With a terrible moan, it spreads its arms and legs wide, then its sinews explode in a mass of writhing, constricting cords.

Lore

DC 15: When ever a living creature steps within 50ft of a Cursed Dead it will begin to make an eerie moaning sound.

DC 20: The Cursed Dead can never leave the ruins of the Groaning City.

DC 25: Cursed Dead Dwarves are the undead remnants of Dwarves unable to escape the Cleansing Wars.

DC 30: The Cursed Dead Dwarves are the result of a curse from Dregoth himself.

Dune Freak (Anakore)

Anakore are a race of dim-witted humanoid that roam Athas' deserts. They have wedge like, bony heads, sunken black eyes that are covered with a thin membrane (making them appear grey). This thin membrane is to keep the sand and silt out of their eyes. The Dune Freak has a ridge of dorsal spines that run down its back, this is actually a sensory organ that allowed them to pick up the tiniest of vibrations in the sand and allows them to circle in on even a solitary creature as prey.

Dune Freak	Level 3 Elite Lurker
Medium Natural Humanoid	XP 300
Initiative +7; Senses Perception +8; Blind Sight (Immune to the effects of darkness)	
HP 74; Bloodied 37;	
AC 19; Fortitude 16, Reflex 19, Will 19	
Vulnerable Light (-2 to all checks in direct light)	
Saving Throws: +2 to all saving throws	
Speed 5, Burrow 7	
Action Points: 1	
Claws (Standard, At Will)	
+8 Vs AC, 1d10+3 damage	
Poison Bite (Standard, Recharge at Bloodied)	
+6 Vs Fort, 1d6+3, Immobilized (Save Ends)	

Suffocation (Reaction, Encounter)	
If a victim fails the first save vs. immobilization, the Dune Freak will drag its victim under the sand in an attempt to suffocate it.	
+6 Vs Ref, Grabbed (See PHB 290)	
Secondary Effect: Make Endurance (DC 20) checks to avoid effects of suffocation (see DMG pg 159)	
Sand Prowler	
When in loose sand or silt, the Dune Freak gains a +5 to stealth checks. It will also stay under the sand during combat, giving it total concealment until it can be removed from the sand.	
Melee attack are made partially blind by defenders, granting the Ankore combat advantage and also causing people trying to attack the ankore a -2 to attack rolls in melee. Once the Ankore is out of the sand or in a different environment, it loses these abilities.	
Alignment Evil	Languages Anakore
Skills Stealth +8, Perception +8	
Str 17 (+4)	Dex 14 (+3)
Con 13 (+2)	Int 8 (+0)
	Wis 14 (+3)
	Cha 10 (+1)

Description Dark Sun

Tactics: The Ankore will normally attack foes by burrowing underneath them and then striking from underneath them in a surprise attack with their claws. The ankore will stay under the sand for as long as possible, because it provides excellent cover from ranged weapons, and it allows them to get right up into their victims without them seeing an attack coming.

Once they have worn down their victims a little, they will land a poisonous bite in an attempt to immobilize their victim. Once immobilized the Ankore will drag its prey under the sand and suffocate it.

Lore

DC 15: Ankores cannot stand light, in bright light they are effectively blinded. But at night they can see as clearly as any other creature does during the daylight hours.

DC 20: Skilled trackers can often identify where Ankore have travelled as they leave a trail of dead vegetation behind them. They chew the underground roots of plants as they burrow, leaving the top of the plant exposed.

Eladrin

Eladrin are elf-like humanoids who, rumor has it, appeared from the mirages and never left. They are so elf-like there can be little doubt the two races are related, Eladrin very possibly being a mutated form of elf.

Eladrin tend to be more orientated towards city life, than that in the harsh deserts, where they seem to struggle much more than their hardier kin. As a result of their city-bound life, they have become excellent merchants, charlatans and schemers.

Illusionist

Illusionists are the entertainers of Athas, they cast their spells for the enjoyment of on-lookers, many are hired by powerful nobles as court entertainers, the

lowest of Illusionists can even be found peddling their talents in the Elven Markets of any town.

Illusionist Medium fey humanoid (Eladrin)	Level 10 Artillery XP 500
Initiative +9, Senses Perception +10; Low Light Vision HP 80; Bloodied 40; AC 22; Fortitude 24, Reflex 27, Will 26 Speed 6	
Crossbow (At-Will, Standard) <i>Weapon</i> Range 15/30, +17 vs. Ref, 1d8+5 damage	
Illusory Ambush (At-Will, Standard) <i>Illusion, Psychic</i> The illusions of swirling, spectral assailants swarm over the illusionist's foe. Range 10, 15 vs. Will, 2d6+5 Psychic Damage	
Enemies Abound (Encounter, Standard) <i>Illusion, Psychic</i> The Illusionist casts a spell over his enemies making them see their allies and enemies. Burst 1 within 20 squares, +13 vs. Will, 3d8+5 Psychic Damage, The Eladrin allies can treat the target as an ally for the purposes of flanking and moving through his square.	
Phantasmal Assailant (Encounter, Standard) <i>Illusion, Psychic</i> The Eladrin's foe believes he is faced with a powerful assassin Range 20, +15 vs. Will, 4d8+5 Psychic Damage	
Distract (at-Will, Minor) <i>Illusion</i> Burst 2, +15 vs. Will, The Eladrin's enemies are distracted, granting the Eladrin and his allies combat advantage until the end of his next turn.	
Fey Step (Move, Encounter) <i>Teleportation</i> The Eladrin can teleport 5 squares.	
Alignment Unaligned Languages Common	
Skills Bluff +14, Perception +10	
Str 12 (+6)	Dex 18 (+9) Wis 10 (+5)
Con 14 (+7)	Int 21 (+10) Cha 18 (+9)
Equipment: Crossbow	

Elemental Beast

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

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

Elemental Beast, Air

On its native plane, elemental beast is usually invisible. On Athas, however, foreign material such as sand or silt can get caught up in the whirling winds

and air currents that formulate the beast, causing it great pain and revealing its true form. The elemental beast is an enormous 8-foot head with wings attached at the back. Its wide mouth is filled with rows of pointed razor-sharp teeth. Its eyes shine with pain and malicious the turbulent winds that give the beast its form create a howling and whistling sound.

Air Elemental Beast Large elemental beast (air)	Level 9 Elite Brute XP 800
Initiative +8 Senses Perception +5; HP 228; Bloodied 114; AC 22; Fortitude 28, Reflex 27, Will 23 Saving Throws +2 Speed Fly 12 Action Points 1	
Bite +12 vs. AC, 2d8+5 damage	
Invisibility (Standard, Move) This gives the beast a +15 to stealth. It also means the enemies grant combat advantage to the beast and the beast is treated as if it is in total concealment. Sustain: Minor	
Up and Drop (Recharge When First Bloodied, Standard) +10 vs. Ref, 4d8+5 Damage, and victim stunned (Save Ends) and knocked prone. The Elemental Air beast can make a secondary attack by dropping its victim onto of a second victim, +10 vs. Ref, 3d10+5 damage. The beast picks up its victim, carried them up to a height and lets them plummet to the ground.	
Bloodied Fury (When Bloodied) Once the creature reaches bloodied, it lashes out in fury until the end of the encounter. The Elemental beast gains a +2 to all attack and damage rolls.	
Alignment Unaligned Languages –	
Str 20 (+9)	Dex 19 (+8) Wis 13 (+5)
Con 14 (+6)	Int 6 (+2) Cha 15 (+6)

Elemental Beast, Earth

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

Earth Elemental Beast Large elemental beast (earth)	Level 9 Lurker XP 400
Initiative +9 Senses Perception +4; HP 152; Bloodied 76; AC 25; Fortitude 27, Reflex 28, Will 23 Saving Throws +2 Speed 6 Action Points 1	
Bite (At-Will, Standard) +14 vs. AC, 1d8+5 damage	
Surprise Attack (Encounter, Standard) The Earth Beast erupts from under the earth to attack its victims. While laying under ground waiting for its target the beast has a +10 (for a total of +19) bonus to stealth. +12 vs. Ref, 3d8+5 damage, victim knocked prone.	
Tail Whip (Free Action, at-Will)	

Once per round the beast lashes out with its tail.
Range 3 squares, +12 vs. Ref, 1d8+5 damage, victim Stunned

Alignment Unaligned	Languages –	
Str 19 (+8)	Dex 20 (+9)	Wis 10 (+4)
Con 16 (+7)	Int 6 (+2)	Cha 15 (+6)

Elemental Beast, Fire

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

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

Fire Elemental Beast	Level 9
Large elemental beast (fire)	Soldier XP 400
Initiative +9 Senses Perception +4; HP 196; Bloodied 98; AC 27; Fortitude 26, Reflex 26, Will 26 Immune Fire Saving Throws +2 Speed 9 Action Points 1 Claws (At-Will, Standard) <i>Fire</i> +16 vs. AC, 1d8+5 Fire damage Bite (At-Will, Standard) <i>Fire</i> +16 vs. AC, 2d6+5 Fire damage Fire Breath (Standard, Recharge 6) <i>Fire</i> 2 square blast, +14 vs. Ref, 3d10+5 fire damage Fire Absorption For each [W] worth of fire damage an enemy tries to inflict on a Fire Elemental Beast, it will gain 1d6 temp hitpoints. Alignment Evil Languages – Str 20 (+9) Dex 16 (+7) Wis 10 (+4) Con 18 (+8) Int 17 (+7) Cha 17 (+7)	

Elemental Beast, Water

Water elemental beasts can be summoned to any area near a large volume of water. The water must be relatively pure. The summoner can use no other tainted liquid such as ale or wine. A summoner needs at least 700 cubic feet of water (10x10x7i for example) to support a spell summoning this creature. They are always summoned as a school, one beast for each hit die of elemental summoned.

Water elemental beasts resemble flying piranhas. They range in size from 9 to 12 inches and have fanlike membranous wings that fold from the back. These creatures are always encountered in schools, but they move and attack in combat as if there were a single intelligence controlling them. The most telling feature of the beasts is their long, sharp teeth that

seem overlarge for the small creatures. The only noise they make is caused by their movement through the water that they call home.

Water Elemental Beast	Level 2
Small elemental beast (water)	Skirmisher XP 125
Initiative +6; Senses Perception +1; HP 38; Bloodied 19; AC 16; Fortitude 16, Reflex 17, Will 16 Speed 2, Swim 9, Fly 9 Bite (At-Will, Encounter) +7 vs. AC, 1d6+3 damage Swim By Attack (Encounter, Standard) +5 vs. Ref, 3d6+3 Damage, May swim/fly 4 squares before the attack and 4 squares after the attack. Alignment Unaligned Languages – Str 11 (+1) Dex 17 (+4) Wis 10 (+1) Con 14 (+3) Int 6 (-1) Cha 14 (+3)	

Elemental Beast Swarm, Water

A school of water elemental beasts moves as if it were one creature. It darts and swims, attacks and retreats, as one.

Water Elemental Beast Swarm	Level 2
Small elemental beast (water)	Skirmisher XP 125
Initiative +6; Senses Perception +1; HP 38; Bloodied 19; AC 16; Fortitude 16, Reflex 17, Will 16 Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks Speed 2, Swim 9, Fly 9 Bite (At-Will, Encounter) +7 vs. AC, 1d6+3 damage Swim By Attack (Encounter, Standard) +5 vs. Ref, 3d6+3 Damage, May swim/fly 4 squares before the attack and 4 squares after the attack. Move Into an Enemies Space A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack. Travel Through Tight Spaces A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the <i>Player's Handbook</i> for squeezing rules. Alignment Unaligned Languages – Str 11 (+1) Dex 17 (+4) Wis 10 (+1) Con 14 (+3) Int 6 (-1) Cha 14 (+3)	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Each elemental beast attacks with a different set of tactics that support it's own element.

Lore

DC 15: Elemental beast are not native to Athas, they have to be summoned via magic. Once summoned they are controlled by their summoner

Elf

The elves of Athas are perhaps the most prolific non-

city dwelling race of demihumans east of the Ringing Mountains. Though many of the tribes follow different customs, all elves have one thing in common, a propensity for raiding and warfare. The elves of Athas are lithe and tall, averaging 61/2 to 71/2 feet tall. They are extremely muscular despite their lean stature. However, the years of exposure have taken a toll on their frames, leading to a weaker Constitution Sun-baked, wind-carved features dominate the chiseled elven faces. To survive the harsh elements of the deserts, elves are forced to clad themselves in dark, protective clothing. Often, elves will stitch clan symbols throughout their clothes, though never on outerwear, such as cloaks. These articles are painted or weaved to better camouflage the elf within the desert terrain. The elves consider such distinctive garb part of their elven culture, and are likely to continue wearing such attire even within the confines of weather-resistant shelters. Many elves speak common, especially those who frequently deal with humans, but the elves do have their own language. This collection of short, usually monosyllabic words is fired off rapidly, making the language difficult for non-native speakers to grasp. As a result, elves find themselves forced to decrease their pace, which they find quite distasteful, when talking to outsiders. Because of this, elves tend to speak far less often to outsiders, an action that leads many to call the elves a bit aloof.

Optional Elven Powers

Wild Step

The elf ignores difficult terrain when it shifts. (can be used to replace Elf Run)

Elven Accuracy (Encounter, Immediate Interrupt)

The elf can reroll an attack roll. It must use the second roll, even if it's lower. (Replaces elven trickery)

Battle Dancer

Battle Dancers are warrior clerics who serve the Element Singers as clergy and bodyguards within the elven tribes. They mix their formidable martial prowess with ceremonial dance and the power of the elements.

Battle Dancer	Level 12 Skirmisher
Medium fey humanoid (Elf)	XP 700
Initiative +13 Senses Perception +10; HP 123; Bloodied 61; AC 26; Fortitude 28, Reflex 30, Will 28 Speed 7	
Dual Long Swords (At-Will, Standard) <i>Weapon</i> +17 vs. AC, 2d6+5 damage and makes a second attack against any adjacent creature, +15 vs. AC, 1d8+5 damage	
Elemental Strike (Encounter, Standard) <i>Elemental, Weapon</i> +17 vs. AC, 3d8+5 elemental (Choose one) damage, makes a second attack against any adjacent creature, +15 vs. AC, 1d8+5 elemental (choose one) damage	
Elemental Dance (Encounter, Standard) <i>Elemental, Weapon</i> Burst 1, +15 vs. AC, 4d8+5 elemental (choose one) Damage	
Dancing Defence (Encounter, Standard) <i>Stance</i> +2 to AC and Ref defences until the end of your next turn.	

Elven Trickery (Encounter, Free Action) <i>Stance</i> +15 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Common	
Skills Athletics +14, Religion +15		
Str 16 (+9)	Dex 22 (+11)	Wis 19 (+10)
Con 19 (+10)	Int 12 (+7)	Cha 12 (+7)
Equipment: Bone Long Sword, Long Bow		

Brown Elf

Brown Elves have abandoned their life with the tribe and drape themselves in brown to signify it, they wander the desert maintaining the balance of power that Psionics holds, never allowing it to weaken too much or get too powerful. These are elves that shun other elves.

Brown Elf	Level 15 Controller
Medium fey humanoid (elf)	XP 1,200
Initiative +10; Senses Perception +11; HP 148; Bloodied 74; AC 29; Fortitude 32, Reflex 32, Will 33 Speed 7	
Staff (At-Will, Standard) <i>Weapon</i> +20 vs. AC, 2d8+6 damage	
Dagger (At-Will, Standard) <i>Weapon</i> +20 vs. AC, 1d10+6 damage	
Psionic Blast (At-Will, Standard) <i>Psionic, Psychic</i> Burst 3, +17 vs. Will, 2d8+6 Psionic Damage	
Synapse Strike (Encounter, Standard) <i>Psionic, Psychic</i> Range 15, +19 vs. Will, 3d10+6 Psychic damage, Victim Stunned (Save Ends)	
Telekinetic Onslaught (Encounter, Standard) <i>Psionic, Force</i> Burst 3, +17 vs. Ref, 4d8+6 Force Damage, all victims in burst are knocked prone	
Elven Trickery (Encounter, Free Action) <i>Stance</i> +3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.	
Elf Run When calculating over land speed the Elf has a movement rate of 8	
Alignment Unaligned	Languages Common
Skills Nature +16	
Str 12 (+8)	Dex 16 (+10) Wis 18 (+11)
Con 20 (+12)	Int 20 (+12) Cha 23 (+13)
Equipment: Staff, Dagger, Brown Robes	

Crodlu Rider

Crodlu Riders are the Elf tribes' fast skirmishers; they are used in lightning raids to disrupt the enemy, while the other warriors charge in behind them.

Crodlu Rider	Level 5 Skirmisher
Medium fey Humanoid (Elf)	XP 200
Initiative +8 Senses Perception +8; Low Light Vision Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks. HP 60; Bloodied 30; AC 19; Fortitude 19, Reflex 21, Will 19 Speed 7 (See Crodlu Mount, and Elf Run)	
Bone Spear (At-Will, Standard) Reach 1, +10 vs. AC, 1d16+4 damage	
Long Sword (At-Will, Standard) +10 vs. AC, 1d10+4 (Damage)	
Charging Assault (Encounter, Standard) Must be mounted, Move up to 6 squares before attack, +8	

vs. Ref, 3d8+4 damage, move unto 4 squares after attack.		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+8 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Elf, Common	
Skills Endurance +9, Perception +8, Athletics +9		
Str 15 (+4)	Dex 18 (+6)	Wis 11 (+2)
Con 12 (+3)	Int 12 (+3)	Cha 15 (+4)
Equipment: Bone Spear, Short Bow, Chitin Armour		

Element Singer

Elemental Singers are the religious and spiritual leaders of the Elven Tribes, they lead all religious ceremonies and they also offer words of advice and wisdom to council elders. They usually worship the Water, Wind or Fire.

Element Singer	Level 15 Controller
Medium fey humanoid (Elf)	XP 1,200
Initiative +12; Senses Perception +13;	
HP 148; Bloodied 74;	
AC 29; Fortitude 27, Reflex 27, Will 27	
Speed 7	
Long Sword (at-Will, Standard) <i>Weapon</i>	
+20 vs. AC, 2d8+6 damage	
Long Bow (at-Will, Standard) <i>Weapon</i>	
Range 20/40, +19 vs. Ref, 2d8+6 damage	
Elemental Blast (Encounter, Standard) <i>Elemental, Divine</i>	
Blast 4, +17 vs. Ref, 3d10+6 Elemental (Choose Type)	
Damage, All enemies caught in blast are knocked back 1 square.	
Elemental Maelstrom (Encounter, Standard) <i>Elemental, Divine</i>	
Burst 2 within 15, +17 vs. Ref, 4d8+6 Elemental (choose type) Damage, all victims caught in storm of Blinded (Save Ends)	
Elven Trickery (Encounter, Free Action) <i>Stance</i>	
+19 vs. Will, Grants the Elf Combat advantage until the start of his next turn.	
Elf Run	
When calculating over land speed the Elf has a movement rate of 8	
Alignment Unaligned	Languages Common
Skills Religion +18, Nature +18	
Str 14 (+9)	Dex 20 (+12)
Con 20 (+12)	Int 12 (+9)
	Cha 12 (+9)
Equipment: Bone Long Sword, Long Bow	

Elf Chief

Elven chiefs are most often the oldest and most successful warriors in the tribe. The elves of the desert revere the wisdom that comes with age and experience, making the elders the most obvious choice for chief.

Elf Chief	Level 7 Solider (Leader)
Medium fey Humanoid (Elf)	XP 300
Initiative +4 Senses Perception +13; Low Light Vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 80; Bloodied 40;	
AC 23; Fortitude 21, Reflex 21, Will 22	
Speed 7 (See Elf Run)	
Steel Long Sword	
+14 vs. AC, 2d6+5 damage	
Sly Leadership	

The Elf Chiefs use of sly tactics to land mighty blow against its target rejuvenates the warriors so they can fight on.

+12 vs. Will, 3d8+5 damage, Any Elf within 10 squares may spend a healing surge and add 4 extra hitpoints.

Elven Trickery (Encounter, Free Action) *Stance*

+7 vs. Will, Grants the Elf Combat advantage until the start of his next turn.

Elf Run

When calculating over land speed the Elf has a movement rate of 8

Alignment Unaligned	Languages Elf, Common	
Skills Endurance +9, Perception +13, Athletics +9		
Str 12 (+4)	Dex 12 (+4)	Wis 19 (+7)
Con 16 (+6)	Int 16 (+6)	Cha 14 (+5)
Equipment: Steel Long Sword		

Elf Defiler

Defilers' are commonly outcasts hiding in the shadows, or on occasion, and evil Elven tribe may keep the employ of Defilers for their own nefarious needs.

Elf Defiler	Level 6 Elite Controller
Medium fey Humanoid (Elf)	XP 500
Initiative +4 Senses Perception +6; Low Light Vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 144; Bloodied 72;	
AC 22; Fortitude 21, Reflex 24, Will 23	
Saving Throws +2	
Speed 7 (See Elf Run)	
Action Points 1	
Staff (At-Will, Standard) <i>Weapon</i>	
+11 vs. AC, 1d6+4 Damage	
Magic Missile (At-Will, Standard) <i>Force, Defile</i>	
+10 vs. Ref, 1d10+4 Force Damage	
Fireball (Recharge at Bloodied, Standard) <i>Fire, Defile</i>	
Burst 3 within 15, +8 vs. Ref, 3f8+4 Fire Damage	
Elven Trickery (Encounter, Free Action) <i>Stance</i>	
vs. Will, Grants the Elf Combat advantage until the start of his next turn.	
Elf Run	
When calculating over land speed the Elf has a movement rate of 8	
Alignment Chaotic Evil	Languages Elf, Common
Skills Endurance +8, Arcana +12, Athletics +8	
Str 11 (+3)	Dex 12 (+4)
Con 16 (+6)	Int 19 (+7)
	Cha 12 (+4)
Equipment: Staff	

Elf Guard

Elf Guard	Level 3 Soldier
Medium fey Humanoid (Elf)	XP 150
Initiative +5; Senses Perception +9; Low Light Vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 46; Bloodied 23;	
AC 19; Fortitude 18, Reflex 17, Will 17	
Speed 7 (See Elf Run)	
Bone Long Sword (At-Will, Standard) <i>Weapon</i>	
+10 vs. AC, 1d10+3 damage	
Sweeping Blow (Encounter, Standard) <i>Weapon</i>	
+6 vs. Ref, 3d6+3 damage, with a sweeping blow the Elf can strike two opponents that are adjacent to him, knocking both back 1 square.	
Elven Trickery (Encounter, Free Action) <i>Stance</i>	
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.	

Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Elf, Common	
Skills Endurance +9, Perception +9, Athletics +9		
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 14 (+3)	Int 11 (+1)	Cha 11 (+1)
Equipment: Leather Armour, Bone long Sword.		

Elf Informer

Elves make extremely good spies and thieves, Informers are Elves for hire, and they will hide out and tail a target, learning all of their secrets through eavesdropping and spying in general. On occasion they can be called don to act as assassins as well.

they can be called upon to act as assassins as well.

Elf Informer		Level 3 Lurker
Medium fey Humanoid (Elf)		XP 150
Initiative +6; Senses Perception +9; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 38; Bloodied 19;		
AC 17; Fortitude 17, Reflex 18, Will 17		
Speed 7 (See Elf Run)		
Bone Wrist Razor		
+8 vs. AC, 1d6+3 Damage		
Shadow Strike		
The Elf Informer will use this attack if they can get the drop on an enemy with surprise, or if they are discovered. It will temporarily stun their target while they make their escape.		
+6 vs. Fort, 3d6+3 Damage, victim is stunned (Save Ends)		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Elf, Common	
Skills Stealth +9, Perception +7, Athletics +7		
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 14 (+3)	Int 14 (+3)	Cha 14 (+3)
Equipment: Bone Wrist Razor		

Elf Scout

Elf scouts are used to move across the desert quickly and find potential trading partners/raiding victims. They are highly trained in stealth and can follow people for days with them ever realising they are there.

Elf Scout		
Medium fey humanoid (Elf)		
Level 3 Skirmisher		
XP 150		
Initiative +6; Senses Perception +9; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 46; Bloodied 23;		
AC 17; Fortitude 17, Reflex 18, Will 17		
Speed 7 (See Elf Run)		
Bone Long Sword		
+8 vs. AC, 1d10+3 damage		
Sudden Strike		
The elf scouts strike with a sudden ferociousness that catches their targets off guard and puts them on the back foot.		
+6 vs. Fort, 3d6+3 damage, Grants the elf and his allies combat advantage until the end of the next round.		
Camouflage		
+5 to Stealth when attempting to hide in any desert		

surrounding.		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages –	
Skills Endurance, Perception, Stealth		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 13 (+2)	Cha 10 (+1)
Equipment: Bone Long Sword, Long Bows		

Elf Thief

Elf Thieves are common in just about every city in Athas. They use their natural dexterity and guile to rob people blind and run back to their hideouts to divvy up the spoils.

Elf Thief		Level 6 Lurker	
Medium fey Humanoid (Elf)		XP 250	
Initiative +11 Senses Perception +9; Low Light Vision			
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.			
HP 58; Bloodied 29;			
AC #; Fortitude #, Reflex #, Will #			
Speed 7 (See Elf Run)			
Bone Short Sword (at-Will, Standard) <i>Weapon</i>			
+11 vs. AC, 1d6+4 Damage			
Sly Strike (Encounter, Standard) <i>Weapon</i>			
With a flick o the wrist the elven thief distracts its victim with one hand and slashes them with the other.			
+9 vs. Ref, 3d6+4 Damage			
Backstab (Special, At-Will) <i>Weapon</i>			
When the elf makes a basic melee attack with combat advantage, add 1d6 to his damage total.			
Elven Trickery (Encounter, Free Action) <i>Stance</i>			
+6 vs. Will, Grants the Elf Combat advantage until the start of his next turn.			
Elf Run			
When calculating over land speed the Elf has a movement rate of 8			
Alignment Unaligned		Languages Elf Common	
Skills Thievery +12, Perception +9, Athletics +8			
Str 11 (+3)		Dex 19 (+7)	Wis 10 (+3)
Con 16 (+6)		Int 14 (+5)	Cha 16 (+6)
Equipment: Bone Short Sword, Leather Armour			

Elf Trader

Elf Traders are untrustworthy, sly beings that travel the desert in caravans, looking to trade, sell and steal. If they think somebody is trying to rob them (even if it is in the figurative sense) they will happily kill them and take their possessions.

Elf Trader		
Medium fey humanoid (Elf)		
Level 2 Skirmisher		
(Leader)		
XP 125		
Initiative +4 Senses Perception +7; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 38; Bloodied 19;		
AC 16; Fortitude 16, Reflex 16, Will 17		
Speed 7 (See Elf Run)		
Bone Long Sword (At-Will, Standard) Weapon		
+7 vs. AC, 1d10+3 damage		
Slippery Customer (Recharge 6, Standard) Stance		
+5 vs. Will, The Elf Trader distracts the target allowing him to shift 1 square.		

Snakes Embrace (Encounter, Standard) <i>Weapon</i>		
While feinting friendship or sealing a deal, the trader will slip his dagger under his targets ribs. +5 vs. Will, 3d6+3 damage		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+4 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages –	
Skills Diplomacy +9, Bluff +9, Perception +7		
Str 10 (+1)	Dex 12 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 14 (+3)	Cha 17 (+4)
Equipment: Bone Long Sword, Bone Dagger, Leather Armour		

Elf Warrior

Elf Warrior		Level 3 Minion
Medium fey humanoid (Elf)		XP 38
Initiative +5 Senses Perception +9; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 1, Minions are never hit on a missed attack		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 7 (See Elf Run)		
Bone Spear		
+10 vs. AC, 9 Damage		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+2 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned		Languages Elf, Common
Skills Endurance +9, Perception +8, Athletics +9		
Str 17 (+4)	Dex 15 (+3)	Wis 13 (+2)
Con 12 (+1)	Int 10 (+1)	Cha 10 (+1)
Equipment: Bone Spear, Studded Leather Armour		

Elf Warrior Lieutenant

Elf Warrior Lieutenant		Level 7 Soldier
Medium fey humanoid (Elf)		XP 300
Initiative +8 Senses Perception +9; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 78; Bloodied 39;		
AC 23; Fortitude 19, Reflex 19, Will 19		
Speed 7 (See Elf Run)		
Obsidian Long Sword (At-Will, Standard) <i>Weapon</i>		
+14 vs. AC, 2d6+5 damage		
Champions Blow (Encounter, Standard) <i>Weapon</i>		
+12 vs. Fort, 3d8+5 damage		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+6 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned		Languages Elf, Common
Skills Endurance +12, Perception +9, Athletics +12		
Str 19 (+7)	Dex 16 (+6)	Wis 10 (+3)
Con 14 (+5)	Int 12 (+4)	Cha 16 (+6)
Equipment: Braxat Hide Armour, Obsidian Long Sword		

Kank Rider

Kank Rider		Level 3 Soldier
Medium fey humanoid (Elf)		XP 150

Initiative +5 Senses Perception +7; Low Light Vision		
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.		
HP 46; Bloodied 23;		
AC 19; Fortitude 18, Reflex 17, Will 17		
Speed 7 (See Kank Mount, and Elf Run)		
Bone Short Sword (at-Will, Standard) <i>Weapon</i>		
+10 vs. AC, 1d6+3 damage		
Heavy Charge (Encounter, Standard) <i>Weapon</i>		
Move 4 before attack, +8 vs. Ref, 2d10+3 damage, victim is knocked prone		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Elf, Common	
Skills Endurance +9, Perception +7, Athletics +9		
Str 17 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 14 (+3)	Int 11 (+1)	Cha 14 (+3)
Equipment: Bone Short Sword, Leather Armour		

Kreen-Slayer

Elves and Thri-Kreen have a long-standing animosity towards each other, based largely on the Thri-Kreen belief that elf flesh is a delicacy. These elves are specially trained to hunt and kill Thri-Kreen before they get to the chance to eat any body they know.

Kreen Slayer	Level 14	
Medium fey humanoid (Elf)	Brute	
	XP 1,000	
Initiative +13; Senses Perception +11;		
HP 168; Bloodied 84;		
AC 26; Fortitude 32, Reflex 32, Will 30		
Speed 7		
Bone Long Sword (At-Will, Standard) <i>Weapon</i>		
+17 vs. AC, 2d8+6 damage		
Long Bow (At-Will, Standard) <i>Weapon</i>		
+15 vs. Ref, 2d8+6 damage		
Gythka (At-Will, Standard) <i>Weapon</i>		
+17 vs. AC, 3d6+6 damage		
Sundering Blow (Encounter, Standard) <i>Weapon</i>		
+15 vs. Ref, 4d8+6 damage		
Crack The Shell (Encounter, Standard) <i>Weapon</i>		
+17 vs. AC, 4d10+6 damage		
Kreen Slayer		
The Kreen Slayer gains a +2 to Attack and Damage vs. Thri-Kreen		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Unaligned	Languages Common	
Skills Endurance +18		
Str 23 (+13)	Dex 22 (+13)	Wis 18 (+11)
Con 18 (+11)	Int 12 (+8)	Cha 10 (+7)
Equipment: Bone Long Sword, Long Bow, Gythka, Thri-Kreen Shell Armour		

Savage Hunter

Savage Hunters are nomadic elves that have been forced into raiding to supplement their food supply, not only do they hunt for the tribes food, but they are fully capable of carrying out raids on caravans and

villages. These elves are almost only found with in the more savage and brutal of elven tribes.

Savage Hunter		Level 12 Skirmisher
Medium fey humanoid (Elf)		XP 700
Initiative +13; Senses Perception +15;		
HP 123; Bloodied 61;		
AC 26; Fortitude 28, Reflex 30, Will 28		
Speed 7		
Bone Long Sword (At-Will, Standard) <i>Weapon</i>		
+17 vs. AC, 2d6+5 damage		
Long Bow (At-Will, Standard) <i>Weapon</i>		
Range 20/40, +15 vs. Ref, 2d6+5 damage		
Twin Shot (At-Will, Standard) <i>Weapon</i>		
Range 20/40, +15 vs. Ref, 2d6+5 damage, make a second attack against any foe in range, +13 vs. Ref, 1d8+5 damage		
Hidden Shot (Encounter, Standard) <i>Weapon</i>		
Range 20/40, +15 vs. Ref, 4d8+5 damage, Must be hidden when the attack is made, once this attack is made, the Savage Hunters stays hidden.		
Savage Ambush (Encounter, Standard) <i>Weapon</i>		
Must have combat advantage, +17 vs. AC, 4d8+5 damage, victim is left stunned (Save Ends)		
Hunters Mark		
+1d6 damage vs. a marked Quarry.		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		
Alignment Evil		Languages Common
Skills Perception +15, Nature +15		
Str 14 (+8)	Dex 22 (+11)	Wis 19 (+10)
Con 19 (+10)	Int 14 (+8)	Cha 12 (+7)
Equipment: Bone Long sword, Long Bow		

Wanderer

Many elves go through a stage of wondering what life outside the tribe is like, most don't act on it, occasionally one will leave his tribe to wander the world and explore. Most are thieves and rogues with little knowledge of the law and even less respect for it.

Wanderer		Level 10 Skirmisher
Medium fey humanoid (elf)		XP 500
Initiative +12; Senses Perception +7;		
HP 106; Bloodied 53;		
AC 24; Fortitude 26, Reflex 27, Will 26		
Speed 7		
Long Bow (At-Will, Standard) <i>Weapon</i>		
Range 20/40; +13 vs. Ref, 2d6+5 damage		
Long Sword (At-Will, Standard) <i>Weapon</i>		
+15 vs. AC, 2d6+5 damage		
Dagger (at-Will, Standard) <i>Weapon</i>		
+15 vs. AC, 1d8+5 damage		
Aggressive Defence (Encounter, Standard) <i>Weapon, Stance</i>		
+15 vs. AC, 3d8+5 damage, the Wanderer gains a +1 to all defences until the end of his next turn.		
Rogues Strike (Encounter, Standard) <i>Weapon</i>		
Move 2 squares before attack, +15 vs. AC, 3d8+5 damage, shift 3 squares after attack.		
Elven Trickery (Encounter, Free Action) <i>Stance</i>		
+3 vs. Will, Grants the Elf Combat advantage until the start of his next turn.		
Elf Run		
When calculating over land speed the Elf has a movement rate of 8		

Alignment		Languages –	
Skills Stealth +15, Thievery +15			
Str 14 (+7)	Dex 21 (+10)	Wis 14 (+7)	
Con 18 (+9)	Int 12 (+6)	Cha 18 (+9)	
Equipment: Long Sword, Long Bow, Dagger			

Description Elves of Athas

Tactics Elves tend to vary their tactics based on what they are going to encounter. They nearly always rely on speed and mobility as well as striking fast and hard.

Lore

DC 15: Elves are easily the most prolific of the desert dwelling races.

DC 20: Elves have an instinctive distrust of all outsiders. To be accepted into an elven tribe is a great and rare honour for an outsider.

DC 25: Elves most often worship Air; Fire and Water, as these tend to fit best with their nomadic and mobile existence.

Erdlu

The Erdlu is a large, flightless, featherless bird covered with flaky scales that range in colour from pale gray to a deep red.

Erdlu are commonly found on the Tablelands and Hinterland areas of Athas.

Erdlu		Level 3 Skirmisher
Medium Natural Beast		XP 150
Initiative +5, Senses Perception +2		
HP 38; Bloodied 19;		
AC 17; Fortitude 16, Reflex 16, Will 15		
Speed 8		
Claws (standard; at-will)		
+8 vs. AC; 1d6+3 damage		
Alignment		Languages –
Str 17 (+4)	Dex 14 (+3)	Wis 10 (+1)
Con 14 (+3)	Int 1 (+0)	Cha 10 (+1)

Description See Dark Sun

Tactics: Erdlu Will instinctively flock together for protections forming a mob. If threatened they will normally flee, but when cornered they will turn and attack as a group.

Lore

Characters making a Nature check will know the following about the Erdlu.

DC 15: Erdlu are idea Herd Animals because they can live on a variety of difficult to digest plant life.

DC 20: Erdlu Eggs are delicious, and if eaten raw if can be a substitute for 1 gallon of water.

DC 25: The hard scales on an Erdlu's wings can be fashioned into a handy shield.

Erdland

Erdlands are a larger variant of the Erdlu and are commonly encountered within herds of their cousins. Erdland appear as giant versions of their smaller cousins, sometimes standing as tall as 15ft.

Erdlands are not as fast as Erdlu, but they are more cunning and have rudimentary elemental powers.

They are most common around the Ringing Mountains.

Erdland	Level 3 Elite Skirmisher
Medium natural beast (Psionic)	XP 300
Initiative +5, Senses Perception +2 HP 76; Bloodied 38; AC 19; Fortitude 18, Reflex 18, Will 15 Saving Throws +2 Speed 8 Actions Points: 1	
Beak (Standard, At-Will) +8 vs. AC, 2d6+3 damage	
Claws (standard; at-will) +8 vs. AC; 1d10+3 damage	
Psychic Crush (Encounter, Standard) <i>Psionic</i> Burst 1 within 10, +6 vs. Will, 3d6+3 Psionic Damage	
Trample (Recharge when first bloodied, Standard) Move up to 4 squares, +6 vs. Ref, 2d10+3 damage, victim is pinned (see Grab rules), 3 ongoing damage until the victim escapes being pinned and the Erdland can still make a beak attack every round while another victim is pinned under foot.	
Alignment Unaligned	Languages –
Str 17 (+4)	Dex 14 (+3) Wis 10 (+1)
Con 14 (+3)	Int 1 (+0) Cha 10 (+1)

Description Monstrous Compendium: Dark Sun

Feylaar

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

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

Feylaar	Level 7 Elite Brute
Large natural beast (Psionic)	XP 600
Initiative +6 Senses Perception +3; HP 202; Bloodied 96; AC 19; Fortitude 23, Reflex 22, Will 22 Saving Throws +2 Speed 5 Action Points 1	
Pummel (At-Will, Standard) +10 vs. AC, 2d8+5 damage	
Grapple and Crush (Encounter, Standard) +8 vs. Ref, 3d8+5 damage, 5 ongoing damage until Grab is broken	
Psionic Blast (Recharge when first bloodied, Standard) <i>Psionic</i> Blast 5, +6 vs. Will, 3d10+5 Psionic Damage, Victims knocked prone	
Concealed Assault If the Feylaar gets surprise to start the combat, it will use	

this ability.
Leap 3, Burst 1, +6 vs. Fort, 3d8+5 knocked back 1 square.

Alignment Evil	Languages –	
Skills Stealth +11		
Str 19 (+7)	Dex 17 (+6)	Wis 10 (+3)
Con 16 (+6)	Int 12 (+4)	Cha 17 (+6)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Freyilaar prefer to ambush their targets from a concealed position, they will burst out and start pummeling all in sight. The Freyilaar will normally only use its Psionics as a last resort attack to try and subdue an enemy.

Lore

DC 20: Freyilaar mate for life.

DC 25: Freyilaar loathe captivity and will violently attack anybody who tries to capture one.

Flailer

Flailers closely resemble giant tortoises, but sport 6 legs. The shell of a flailer is coloured to match its natural surroundings, and they grow to about 4ft in length.

Flailer	Level 14 Solo Lurker
Small Magical Beast (Psionic)	XP 5,000
Initiative +17; Senses Perception +7; HP 680; Bloodied 340; AC 30; Fortitude 33, Reflex 32, Will 33 Resist 5 Psionic/Psychic Saving Throws +5 Speed 4 Action Points 2	
Bite (At-Will, Standard) +19 vs. AC, 1d10+6 damage	
Claw (At-Will, Standard) +19 vs. AC, 2d8+6 damage, If the initial attack is successful the flailer gets a free second attack with its second set of limbs.	
Ambush Attack (Encounter, Standard) If the Flailer has the element of surprise at the start of combat, it will use this power. +17 vs. Ref, 3d10+6 damage, victim is stunned (Save Ends)	
Mind Thrust (Recharge When First Bloodied, Standard) <i>Psionic</i> +17 vs. Will, 4d8+6 Psionic Damage, all enemies are pushed back 2 squares.	
Psionic Reverb (immediate Interrupt, Recharge When First Bloodied) <i>Psionic</i> If attacked by a psionic power that misses, the Flailer redirects it back to its target, +17 vs. Will, 2d8+6 Psionic Damage	
Alignment Unaligned	Languages –
Skills Stealth +18	
Str 20 (+12)	Dex 23 (+13) Wis 10 (+7)
Con 16 (+10)	Int 10 (+7) Cha 20 (+12)

Description Monstrous Compendium: Dark Sun

Tactics: Flailers will normally try to ambush their prey first up, and then follow that up with a series of bite and claw attacks. This maybe in an attempt to gauge how powerful their foe is before unleashing psionic attacks on them.

Lore

DC 15: Flailers are solitary beasts that live in the rocky terrain near the tablelands of Athas.

DC 25: Flailers are powerful Psionics and will call upon Psionic powers I pressed by an enemy.

Floater

Floater are jellyfish like, nocturnal herbivores that float above the surface of the Silt Sea. Floaters fly by expelling small amounts of Hydrogen in the direction they wish to move.

Floater	Level 3 Controller
Small magical beast (Psionic)	XP 150
Initiative +3 Senses Perception +1;	
HP 45; Bloodied 27;	
AC 17; Fortitude 17, Reflex 17, Will 18	
Resist Psionic/Psychic 5; Vulnerable Fire (All Fire attack do double damage and the floater explodes at 0 hit points)	
Speed fly 6 (altitude limit 3)	
Tentacle (Standard, At Will) Poison +8 vs. AC, Victim is Immobilised (save ends)	
Psionic Blast (Standard, Encounter) Blast 3, +7 vs. Will, 3d6+3 Psionic damage	
Death Burst (Reaction, Encounter) Fire Burst 2, +7 vs. Ref, 2d10+3 damage, When a Floater is reduced to 0 hit points by a fire attack; it explodes in a ball of fire.	
Alignment Unaligned	Languages –
Str 10 (+1)	Dex 14 (+3) Wis 10 (+1)
Con 14 (+3)	Int 7 (-1) Cha 17 (+4)

Description Monstrous Compendium: Dark Sun

Tactics: A floater will normally attack with its tentacles first, if swarmed it will use its Psionic Blast to clear an escape path.

Being creatures that produce Hydrogen, Floaters are very susceptible to fire, all fire attacks do double damage, and if a fire attack reduces it to 0 hp or it has ongoing fire damage when it reaches 0 hp it explodes in a ball of flame, burning everything around it.

Lore

DC 15: Floaters make their home on the mudflats at the edge of the Silt Sea; usually their nests are constructed from dead bushes and trees.

DC 25: Floaters are herbivores and only fight for self-protection.

Fordorran

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

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

hairless, but there is a light coat of fur on the underside of its body, on its legs, and between its armored plates.

Fordorran	Level 5 Elite Controller
Large natural animal (Psionic)	XP 400
Initiative +4 Senses Perception +2;	
HP 70; Bloodied 35;	
AC 21; Fortitude 21, Reflex 19, Will 23	
Resist Arcane 5;	
Saving Throws +2	
Speed 4	
Action Points 1	
Claw (At-Will, Standard) +10 vs. AC, 1d6+4 Damage	
Bite (at-Will, Standard) +10 vs. AC, 1d10+4 Damage	
Nauseating Stench (Recharge when first bloodied, Standard) Zone, Poison Burst 2, Zone, +7 vs. Fort, 3d6+4 Poison Damage, become Weakened from Nausea (Save Ends) The Fordorran can sustain the Zone with a minor action	
Mind thrust (Recharge 6, Standard) Psionic Blast 3, +7 vs. Will, 3d8+4 Psionic Damage, Victims are Dazed (Save Ends)	
Protective Ball (Encounter, Move) The Fordorran curls itself up into a ball, granting a +5 to AC until it uncurls. From this position the Fordorran can still use its Nauseating Stench and Mind Thrust Powers.	
Alignment Unaligned	Languages –
Str 14 (+4)	Dex 15 (+4) Wis 10 (+2)
Con 15 (+4)	Int 7 (+1) Cha 18 (+6)

Description Monstrous Compendium: Terrors Beyond Tyr

Tactics: The fordorran, while slow and stupid, is still a very dangerous opponent it is completely random and changes the target of its attacks to a different individual with no warning or predictability. It switches opponents even if the second target is out of its current attack range.

If there is no other target when a change of opponent is indicated, the fordorran just wanders off absentmindedly. If attacked, it defends itself

Lore

DC 15: Fordorrans are known to inhabit the Tablelands, making their lairs in caves and Crevasses.

DC 20: They have never been known to congregate in groups perhaps even they can't stand the stench of their own kind. Therefore, it remains unknown how the creatures reproduce.

DC 25: They are just as likely to ignore other creatures as they are to attack them or even befriend them temporarily.

They will eat gems or colored glass, despite the fact that they can't digest either material

DC 30: Fordorrans' flesh is edible, but tastes as bad as it smells. It is rumored that certain elf tribes know how to prepare fordorran meat to make it palatable. The gland that is responsible for the creature's horrible aroma is highly sought by preservers and defilers to create potions.

Gaj

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

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

Gaj		Level 8 Elite Soldier
Large magical beast (Psionic)		XP 700
Initiative +7		Senses Perception +9; darkvision
Precognition aura 5; the gaj gains a +2 bonus to AC against attacks from enemies in the aura.		
HP 150; Bloodied 75		
AC 27; Fortitude 22, Reflex 20, Will 22; see also <i>precognition</i> .		
Saving Throws +2		
Speed 6		
Action Points 1		
@ Bite (standard; at-will)		
+15 vs. AC; 2d8 + 5 damage.		
# Grabbing Mandibles (standard; at-will)		
The gaj makes a bite attack against a Large or smaller target. On a hit, the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The gaj cannot make bite attacks while grabbing a creature, but it can use <i>antennae strike</i> .		
# Antennae Strike (standard; at-will) ♦ Psychic		
If a gaj begins its turn with a target grabbed in its mandibles, it makes an attack against the grabbed creature: +15 vs. AC; 2d6 + 5 psychic damage, and the creature is dazed (save ends). <i>First Failed Save</i> : The creature is stunned instead of dazed (save ends). Saving throws made against the gaj's antennae take a -2 penalty.		
□ Compel (standard; sustain minor; at-will) ♦ Charm		
Ranged 10; +13 vs. Will; the target is immobilized until the end of the gaj's next turn.		
£ Poisoned Gas (minor; recharge 5,6) ♦ Poison		
Close burst 1; +13 vs. Reflex; 3d10 + 5 poison damage, and the target is weakened until the end of the gaj's next turn.		
Alignment Unaligned		Languages Telepathy 10
Skills Diplomacy +12, Insight +13, Stealth +10		
Str 18 (+8)	Dex 12 (+5)	Wis 19 (+8)
Con 16 (+7)	Int 12 (+5)	Cha 17 (+7)

Description Dark Sun

Tactics The Gaj will normally attack with its Psychic strikes first, trying to Stun its victims, if this fails or the victim is stunned it will attempt to kill its prey with its huge Mandibles.

Lore

DC 15: Gaj are solitary hunters that prey on intelligent life forms.

DC 20: They prefer to live in rocky areas where they can use their shell as camouflage, or in sandy waters where they can bury themselves to ambush prey.

DC 25: Gaj absorbs the thoughts of its prey to feed their Psionic powers. Their antennae can be used to detect life formed for miles around.

Giant, Athasian

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

Giant, Desert

Desert Giants are 25ft tall humanoids with exaggerated facial features (for example, huge noses, protruding brows and jaws etc), their skin is normally a dark red, but some have been known to have jet black skin as well.

Desert Giant		Level 15 Brute
Huge Natural Humanoid (Giant)		XP 1200
Initiative +12 Senses Perception +12		
HP 173; Bloodied 86		
AC 27; Fortitude 28, Reflex 32, Will 32		
Immune Charm/Domination; Resist 5 Psionics/Psychic Attacks		
Speed 7		
Datchi Club (Standard, At-Will)		
Reach 3, +18 Vs AC, 3d6+6 Damage		
Hurl Boulder (Standard, At-Will)		
Range 20, +16 Vs Ref, 3d6+6 damage		
Crushing Blow (Standard, Encounter)		
Reach 3, +18 Vs AC, 4d10+6 Damage, Knock Back 2 Squares and Prone		
Miss: Half Damage, Knocked Prone		
Alignment Unaligned		Languages Giant
Skills Endurance +11		
Str 23 (+13)	Dex 20 (+12)	Wis 20 (+12)
Con 13 (+6)	Int 10 (+5)	Cha 10 (+5)
Equipment: Datchi Club, Piecemeal Leather Armour		

Desert Giant Shaman

Desert Giant Shaman		Level 14 Elite Controller
Huge Natural Humanoid (Giant)		XP 2,000
Initiative +8; Senses Perception +13;		
HP 276; Bloodied 138;		
AC 31; Fortitude 33, Reflex 31, Will 34		
Immune Charm and Domination; Resist Psychic/Psionic 5;		
Saving Throws +2		
Speed 7		
Action Points 1		
Bone Dagger		
Reach 3, +19 vs. AC, 2d8+6 damage		
Animate Dead (Encounter, Minor) Summoning		
The Giant Shaman summons a Skeletal Giant in an unoccupied square adjacent to him. The skeleton has a speed of 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. It can give the Skeleton the following special commands.		
+ Standard Action: Melee 1; targets one creature; +18 vs. Ref; 2d8+6 damage.		
+ Opportunity Attack: Melee 1; targets one creature; +18 vs. Reflex; 1d10+6 damage.		
Cause Blindness (Encounter, Standard) Charm		
Burst 3, +16 vs. Will, All targets in Burst are Blinded (Save Ends)		
Alignment Unaligned		Languages Giant
Skills Religion		
Str 20 (+12)	Dex 12 (+8)	Wis 23 (+13)

Con 18 (+11)	Int 20 (+12)	Cha 12 (+8)
Equipment: Giant Bone Dagger		

Desert Giant, Chieftain

Desert Giant Chieftain	Level 15 Elite Brute
Huge Natural Humanoid (Giant)	XP 2,400
Initiative +12 Senses Perception +12; HP 346; Bloodied 173; AC 29; Fortitude 35, Reflex 34, Will 32 Immune Charm and Dominate; Resist Psychic/Psionic 5; Saving Throws +2 Speed 7 Action Points 1 Obsidian Battle Axe (At-will, Standard) Reach 3, +18 vs. AC, 3d6+6 damage Sweeping Blow (Recharge When First Bloodied, Standard) <i>Weapon</i> Burst 3, +14 vs. Ref, 3d10+6, all creatures in the burst are knocked prone. Crushing Blow (Standard, Encounter) <i>Weapon</i> Reach 3, +18 Vs AC, 4d10+6 Damage, Knock Back 2 Squares and Prone Miss: Half Damage, Knocked Prone Alignment Evil Languages – Skills Intimidate +10, Endurance +18 Str 23 (+13) Dex 20 (+12) Wis 20 (+12) Con 13 (+6) Int 10 (+5) Cha 10 (+5) Equipment: Obsidian Battle Axe Description Dark Sun	

Tactics: If the giants have ample warning of an attack (or are set up in ambush) they will open up by pounding their targets with rocks, before charging in with their fearsome Datchi Clubs.

Lore

DC 20: Desert Giants normally live in clan communities on the islands of the Silt Sea.

DC 25: Desert giants will often wade across the silt sea to trade ropes made of their own hair and other hand crafted goods with local tribes.

Giant, Beast Head

Beast Heads are the rarest of all the Athasian Giants; they live on islands in the Silt Sea in small clans. They are humanoids that grow to about 20 ft tall, but have the heads of various beasts. Common examples are bears, eagles, kiore and boars.

Beast Head Giant	Level 15 Elite Brute
Huge Natural Humanoid (Giant)	XP 2400
Initiative +12; Senses Perception +12 HP 346; Bloodied 173; AC 29; Fortitude 30, Reflex 32, Will 34 Saving Throws +2 to Saving Throws Speed 7 Action Points 1 Datchi Club (Standard, At-Will) Reach 3, +18 Vs AC, 3d6+6 Damage Hurl Boulder (Standard, At-Will) Range 20, +16 Vs Ref, 3d6+6 damage Crushing Blow (Standard, Encounter) Reach 3, +18 Vs AC, 4d8+6 damage, Knock Back 2 Squares and Prone Miss: Half Damage, Knocked Prone Mind Blast (standard; recharge ☐ ☐) ♦ Psychic	

Close blast 5; +16 vs. Will; 3d10+6 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

Alignment Unaligned	Languages Giant
Skills Endurance +11	
Str 23 (+13)	Dex 20 (+12) Wis 20 (+12)
Con 13 (+6)	Int 14 (+7) Cha 10 (+5)
Equipment: Datchi Club, Piecemeal Leather Armour	
Description Dark Sun	

Tactics: Beastheads will normally open up combat at range, hurls boulders at their enemies using giant slings. If their enemies get close enough they will unleash there power psionic attacks.

Lore

DC 25: Beastheads tend to be much more hostile than other Giants, and treat all non-giants with the same attitude a human treats most vermin with.

Giant, Crag

Crag Giants are 25ft tall humanoids with thick black hair, rugged human features and skin colour ranging from dusky gray to sandy brown. They are also sometimes called lonely giants.

Crag Giant	Level 16 Soldier
Huge Natural Humanoid (Giant)	XP 1400
Initiative 15 Senses Perception +13; HP 160; Bloodied 80; AC 32; Fortitude 35, Reflex 32, Will 32 Speed 7 Stone Dagger (Standard, At-Will) Reach 3, +18 Vs AC, 2d8+7 Damage Hurl Boulder (Standard, At-Will) Range 20, +16 Vs Ref, 3d8+7 damage Crushing Blow (Standard, Encounter) Reach 3, +18 Vs AC, 4d12+7 damage, Knock Back 2 Squares and Prone Miss: Half Damage, Knocked Prone Alignment Good Languages Giant, Common Skills Nature +18, Endurance +20 Str 18 (+12) Dex 21 (+13) Wis 21 (+13) Con 24 (+15) Int 10 (+8) Cha 13 (+9) Equipment: Stone Dagger	

Description Mind Lords of the Last Sea

Tactics: Plains Giants normally try to avoid combat, but when pressed they will attack by hurls rocks and keeping an enemy at a distance. If they are forced to, they will defend themselves with their daggers.

Lore

DC 15: They live in an area known as the Lonely Butte

DC 25: The giants were forced to flee their homeland by the Mind Lords; they now live in an environment that assures their death.

DC 30: The Crag Giants once inhabited the entire Thunder Mountains.

Giant, Plains

Plains Giants are 25ft tall humanoids with skin ranging from deep rust to a dark brown. The facial features are thinner and less exaggerated, more like an elf's than a human's body.

Plains Giant	Level 16 Soldier
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Huge Natural Humanoid (Giant)	XP 1,400
Initiative 15 Senses Perception +13; HP 160; Bloodied 80; AC 32; Fortitude 35, Reflex 32, Will 32 Speed 7	
Stone Dagger (Standard, At-Will) Reach 3, +18 Vs AC, 2d8+7 Damage	
Hurl Boulder (Standard, At-Will) Range 20, +16 Vs Ref, 3d8+7 damage	
Crushing Blow (Standard, Encounter) Reach 3, +18 Vs AC, 4d12+7 damage, Knock Back 2 Squares and Prone Miss: Half Damage, Knocked Prone	
Alignment Good	Languages Giant
Skills Nature +18, Endurance +20	
Str 18 (+12)	Dex 21 (+13)
Con 24 (+15)	Int 10 (+8)
	Cha 13 (+9)
Equipment: Stone Dagger	

Description Dark Sun Revised Setting

Tactics: Plains Giants normally try to avoid combat, but when pressed they will attack by hurls rocks and keeping an enemy at a distance. If they are forced to, they will defend themselves with their daggers.

Lore

DC 15: Most plains giants live on islands in the Silt Sea raising herds of Erdlu.

DC 25: The Hair of a Plains giant makes a superior rope to that of a desert giants.

Giant, Shadow

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

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

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

Shadow Giant	Level 7 Elite
Large natural humanoid	Soldier
	XP 600
Initiative +8 Senses Perception +3; HP 134; Bloodied 67; AC 25; Fortitude 25, Reflex 22, Will 24 Immune Sleep, Charm, Hold and Cold Spells/effects; Resist Normal Weapons 5; Saving Throws +2 Speed 6 Action Points 1	
Punch (At-Will, Standard) +14 vs. AC, 2d6+5 Damage	
Weaken (Recharge when first bloodied, Standard) <i>Necrotic</i> When a shadow giant grips a target, blackness spreads slowly from the contact point to engulf the target. The	

growing black stain of a shadow giant is touch is accompanied by a cold, numbing pain that draws heat from the body +12 vs. Fort, 3d6+4 Damage, Weaken	
Destroy Weaponry Every time a normal weapon passes though a Shadow Giant, the wielder must make a save or the weapon will crumble in 2d4 rounds.	
Into The Black and Back (Encounter, Standard) <i>Teleport</i> The shadow giant can drag a grappled opponent into the black, where they become disorientated. +12 vs. fort, 3d10+5 Cold Damage, Dazed (Save Ends), teleport 5 squares.	
Alignment Unaligned	Languages –
Skills Intimidate +11	
Str 14 (+5)	Dex 16 (+6)
Con 19 (+7)	Int 14 (+5)
	Cha 16 (+6)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Shadow Giants will normally try their weakening punch before any of their other attack forms.

Lore

DC 20: Shadow giants reside both in the Pristine Tower in the Athasian wastes and in the nether dimension known as the Black

DC 30: Shadow giants are the descendants of the loyal servants of Rajaat who the Champions sacrificed to complete the betrayal of their master. These halflings merged with the Black and can only interact with the real world in the form of shadows.

Gith

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are extremely gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumb, yet they are able to use tools and wield weapons. Both their fingers and toes end in sharp claws.

If one could get a gith to stand up straight, he would measure close to seven feet tall. However, most gith appear to be no more than five feet tall, for they stand hunched over at the shoulders.

Gith Champion

Gith Champion	Level 5 Skirmisher
Medium natural humanoid (reptile)	XP 200
Initiative +8; Senses Perception +3; low-light vision HP 63; Bloodied 31 AC 19; Fortitude 19, Reflex 21, Will 19 Speed 6 (8 while charging)	
@ Spear (standard; at-will) ♦ Weapon +10 vs. AC; 1d10+4 damage.	
# Impale (standard; recharge 5, 6) ♦ Weapon Requires spear; +10 vs. AC; 3d6+4 damage, and the target takes 2 ongoing damage (save ends) and is pushed 1 square.	
# Sprinting Attack (standard; at-will) The Gith champion can move up to half its speed; at any point during that movement, it makes one basic melee attack without provoking an opportunity attack.	
# Springing Charge (standard; at-will)	

The Gith champion makes a charge attack; +10 vs. AC; 2d8+4 damage, and the target is knocked prone.

Alignment Unaligned **Languages** –
Str 12 (+3) **Dex** 18 (+6) **Wis** 12 (+3)
Con 15 (+4) **Int** 12 (+3) **Cha** 15 (+4)
Equipment leather armour, spear

Gith Chieftain

Gith Chieftain	Level 5 Elite
Medium natural humanoid (reptile)	Skirmisher (Leader) XP 400
Initiative +8; Senses Perception +3; low-light vision HP 63; Bloodied 31 AC 21; Fortitude 21, Reflex 21, Will 21 Saving Throw +2 Speed 6 (8 while charging) Action Points 1	
@ Spear (standard; at-will) ♦ Weapon +10 vs. AC; 1d10+4 damage.	
# Impale (standard; recharge 5, 6) ♦ Weapon Requires spear; +10 vs. AC; 3d6+4 damage, and the target takes 2 ongoing damage (save ends) and is pushed 1 square.	
# Sprinting Attack (standard; at-will) The Gith champion can move up to half its speed; at any point during that movement, it makes one basic melee attack without provoking an opportunity attack.	
# Springing Charge (standard; at-will) The Gith champion makes a charge attack; +10 vs. AC; 2d8+4 damage, and the target is knocked prone.	
Spur Rampage (Free Action, Encounter) When the Gith chieftain's attack hits an enemy, allies can shift 1 square before the end of the Gith chieftain's next turn.	
Alignment Unaligned Languages – Str 12 (+3) Dex 18 (+6) Wis 12 (+3) Con 15 (+4) Int 12 (+3) Cha 15 (+4) Equipment chitin armour, spear	

Gith Mindlasher

Gith Mindlasher	Level 5 Controller
Medium natural humanoid (reptile)	XP 200
Initiative +3; Senses Perception +3; low-light vision HP 63; Bloodied 31 AC 19; Fortitude 19, Reflex 19, Will 21 Speed 6 (8 while charging) @ Spear (standard; at-will) ♦ Weapon +10 vs. AC; 1d6+4 damage.	
□ Daze Mind (standard; at-will) ♦ Psychic Ranged 10; +9 vs. Will; 1d10+4 psychic damage, and the target is dazed (save ends).	
□ Lashing Thought (standard; recharge 4,5,6) ♦ Psychic Ranged 5; +9 vs. Will; 3d6+4 psychic damage, and the target is immobilized until the end of the Gith mindlasher's next turn.	
£ Pulsing Will (standard; recharge 6) ♦ Force Close blast 5; +7 vs. Reflex; 3d8+4 force damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
# Springing Charge (standard; at-will) The Gith mindlasher makes a charge attack; +10 vs. AC; 1d10+4 damage, and the target is knocked prone.	
Alignment Unaligned Languages – Str 12 (+3) Dex 12 (+3) Wis 14 (+3) Con 15 (+4) Int 15 (+4) Cha 18 (+4) Equipment leather armour, spear	

Gith Priest

Gith Priest	Level 5 Controller
Medium natural Humanoid (Reptile)	XP 200
Initiative +4 Senses Perception +8; Low Light Vision HP 63; Bloodied 31; AC 19; Fortitude 19, Reflex 19, Will 21 Speed 6 (8 while charging) Obsidian Mace (Standard, At Will) ♦ Weapon +10 vs. AC, 1d10+4 damage Spring Attack (Standard, Encounter) ♦ Weapon Reach 4, +9 vs. Ref, 2d10+4 damage Blast of Silt (Encounter, Standard) ♦ Earth Blast 3, +4 vs. Ref, 3d6+4 damage Traceless Step Whenever a Gith Cleric crosses sand or silt, It leaves no tracks. Anybody trying to track a Gith Cleric gets +5 to the DC required.	
Alignment Evil Languages – Skills Religion +11 Str 12 (+3) Dex 15 (+4) Wis 18 (+6) Con 15 (+4) Int 12 (+3) Cha 10 (+2) Equipment : Obsidian Mace	

Gith War Leader

Gith War Leader	Level 11 Elite
Medium natural Humanoid (Reptile)	Soldier (Leader) XP 1,200
Initiative +6; Senses Perception +6; HP 228; Bloodied 114; AC 27; Fortitude 28, Reflex 28, Will 30 Saving Throws : +2 to All Saving Throws Speed 6 (8 while charging) Action Points : 1 Obsidian Spear (Standard, At Will) ♦ Weapon +12 vs. AC, 1d10+3 damage Claws (Standard, At-Will) +12 vs. AC, 1d6+3 damage Spring Attack (Standard, Encounter) ♦ Weapon Reach 4, +10 vs. Ref, 2d10+3 damage Grant Spring Attack (Standard, Encounter) +11 vs. AC, 1d10+3, Grants a Gith within 5 squares an free use of their Spring Attack Mind Burst (Standard, Recharge ☐) ♦ Psychic Burst 2, Range 10, +10 vs. Will, 3d8+4 Psychic Damage and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.	
Alignment Unaligned Languages Common Skills Nature +16, Endurance +14 Str 13 (+6) Dex 18 (+9) Wis 22 (+11) Con 18 (+9) Int 13 (+6) Cha 13 (+6) Equipment : Spear, Inix Shell Armour	

Gith Warrior

Gith Warrior	Level 3 Minion
Medium natural humanoid (reptile)	XP 38
Initiative +4; Senses Perception +1; low-light vision HP 1; a missed attack never damages a minion. AC 19; Fortitude 18, Reflex 16, Will 16 Speed 6 (8 while charging) @ Spear (standard; at-will) ♦ Weapon +8 vs. AC; 5 damage. # Springing Charge (standard; at-will) The Gith warrior makes a charge attack; +8 vs. AC; 6 damage, and the target is knocked prone.	
Alignment Unaligned Languages – Str 16 (+4) Dex 13 (+2) Wis 10 (+1) Con 12 (+2) Int 10 (+1) Cha 13 (+2)	

Equipment leather armour, spear

Description Dark Sun

Tactics: Gith will nearly always attack enmasse, usually with a Psionic attack from their leader signally the start of the attack. When the warriors attack, they would normally open with a spring attack.

Lore

DC 15: Gith live in tribal organizations. They are always led by the most powerful psionist in the tribe.

DC 20: Most gith live in tribal hunting organizations, they tend to be nomadic and follow the prey, wherever it goes.

DC 25: The Gith of the mountains live in permanent underground lairs.

Golem

Golems on Athas, like all golems are constructs usually produced by wizards for a sole purpose. They come in many different shapes and sizes, usually depending on what material they are made from.

Ash Golem

Ash Golems are 8ft tall humanoid golems that weight as little as 150lbs. As they walk an Ash Golem leaves a fine trail of Ash behind it.

Ash Golem	Level 8 Elite
Large magical animate (Humanoid)	Controller XP 700
Initiative +9 Senses Perception +7; HP 192; Bloodied 86; AC 24; Fortitude 27, Reflex 25, Will 19 Immune Mind Affecting Spells, Sleep, Poison, Suffocation; Resist Weapon 5, Fire 5; Saving Throws +2 Speed 5 Action Points 1	
Pummel (Standard, At-Will) Fire +15 vs. AC, 2d6+5 Fire Damage	
Swallow Weapon (Immediate Interrupt, At Will) If a melee attack is made against the Ash Golem and a natural 1 is rolled, the weapon becomes lodged within the golems body; a Str check at DC 20 is required to remove it.	
Burning Grasp (Standard, Recharge 5,6) Fire The Ash Golem attempts to grapple its target, holding it in a scorching bear hug, causing damage until it's opponent can free itself. +14 vs. Ref, 3d8+5 Fire Damage, 5 ongoing Fire Damage (Save Ends)	
Fireball (Standard, Encounter) Fire The Ash golem can launch a fireball at opponents, this ability recharges when the Golem first reaches bloodied. Burst 2 within 20, +12 vs. Ref, 3d8+5 Fire Damage, 2 ongoing Fire Damage (Save Ends) <i>Miss:</i> Half Damage, No ongoing damage	
Alignment Unaligned Languages – Str 20 (+9) Dex 17 (+7) Wis 8 (+3) Con 14 (+6) Int 4 (+1) Cha 3 (+0)	

Description Monstrous Compendium: Dark Sun

Tactics: The Ash Golem will normally prefer to through fireballs at their enemies, but when forced into melee they are a more than formidable opponent. Ash Golems can be “sticky” to melee weapons

meaning that weapons can become stuck within them making them very hard to remove. Their favorite tactic is to bear hug opponents until they are burned so badly they die from the pain.

Lore

DC 15: Ash Golems are most often found in the settled areas near the rocky barrens of the Athasian Plains.

DC 25: The body of an Ash golem is composed of Ash and the Blood of an Athasian Drake. The cost of the components to make one is around 2,000gp.

Chitin Golem

Chitin Golems are roughly humanoid in shape and stand around 10ft tall. They have no facial features of which to speak of, the limbs of a chitin golem are somewhat elongated. Chitin Golems always bear the slight smell of death and decay.

Chitin Golem	Level 9
Large magical animate (humanoid)	Skirmisher XP 400
Initiative +9 Senses Perception +4; HP 93; Bloodied 46; AC 23; Fortitude 26, Reflex 24, Will 20 Immune Mind Affecting Spells, Sleep, Poison, Necromantic Magic, Suffocation; Resist Weapon 5, Arcane 5; Speed 5	
Clawed Hand (At-Will, Standard) Reach 3, +14 vs. AC, 2d6+5 Damage	
Poisoned Strike (Encounter, Standard) Poison Reach 3, +12 vs. Fort, 3d8+5 Poison Damage, 5 Ongoing Poison Damage (Save Ends) Secondary Effect: Weakened (Save Ends)	
Alignment Unaligned Languages – Str 20 (+7) Dex 17 (+7) Wis 8 (+3) Con 13 (+5) Int 4 (+1) Cha 3 (+0)	

Description Monstrous Compendium: Dark Sun

Tactics: Chitin Golems will normally use their poisonous strike to open combat. This way victims are either dead or weakened almost straight away, making it more likely they will win combat.

Lore

DC 15: Chitin Golems are most often found in the forested areas of Athas, but even then they are very rare.

DC 20: Chitin golems are usually created by Necromancer Defilers to protect their dwellings.

DC 25: A Chitin Golem's body is comprised of Insect carcasses, laid in the shape of a Golem and the shape is coated in ointment made from the blood of an earth drake. The total cost of the components is 2,500gp.

Magma Golem

These are roughly man shaped Golems, made of molten rock. They stand around 8ft tall and weigh a ton.

Magma Golem	Level 12 Elite Brute
Large Magical Construct	XP 1,400
Initiative +10 Senses Perception +6; HP 290; Bloodied 145; AC 26; Fortitude 32, Reflex 28, Will 23	

Immune Fire, Poison, Psionic and Psychic Attacks; **Resist** Damage 5, Lightning 5;
Saving Throws +2
Speed 5

Action Points 1

Punch (At-Will, Standard) *Fire*

+15 vs. AC, 3d6+5 fire damage

Heat Burst (Recharge at Bloodied, Standard) *Fire*

Burst 1, +11 vs. Fort, 3d8+5 Fire Damage

Crushing Grasp (Encounter, Standard) *Fire*

The Magma Golem can hold a victim in one hand, slowly crushing and burning them, while punching with the other.
+13 vs. Fort, 4d10+5 Fire Damage, 5 ongoing damage and Victim is Restrained until Grab is broken.

Alignment Unaligned

Languages –

Str 22 (+12) **Dex** 19 (+10) **Wis** 8 (+5)

Con 15 (+8) **Int** 7 (+4) **Cha** 3 (+2)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Fire golems will charge into combat and attempt to grab the nearest victim and start punching the others and using its heat burst.

Lore

DC 25: Magma golems are constructs made from raw material from the Ring of Fire.

DC 30: Magma Golems are constructs with an elemental spirit trapped inside.

Obsidian Golem

Obsidian golems are massive 12ft tall statues that weigh up to 90lbs. Obsidian Golems are very slow moving but pack a massive punch, and are capable of ranged and burst attacks.

Obsidian Golem	Level 12 Elite
Large magical animate (Humanoid)	Controller
	XP 1,400

Initiative +8 **Senses** Perception +5;

HP 228; **Bloodied** 124;

AC 28; **Fortitude** 32, **Reflex** 26, **Will** 25

Immune Mind Affecting Spells, Sleep, Poison, Preserving Magic, Suffocation; **Resist** Weapon 5, Arcane 7;

Saving Throws +2

Speed 4

Action Points 1

Pummel (Standard, At-Will)

+17 vs. AC, 3d6+5 Damage

Crushing Blow (Standard, Recharge 6)

The Obsidian Golem smashes it's two fists together with the unfortunate victim in between.

+15 vs. Ref, 4d8+5 Damage, victim Dazed until the end of the next turn.

Thunder Clap (Standard, Encounter) *Thunder*

The Obsidian Golem claps its massive hands together releasing a sonic boom, stunning everybody with on range
Blast 5, +13 vs. Ref, 3d8+5 Thunder Damage, Victims Stunned (Save Ends)

Obsidian Rain (Standard, Recharge at Bloodied)

The Obsidian Golem claps its fists together over its head, making sharp shards of obsidian rain down on those around him.

Burst 2, +13 vs. Ref, 3d8+5 Damage

Alignment Unaligned

Languages –

Str 22 (+12) **Dex** 14 (+8) **Wis** 8 (+5)

Con 20 (+11) **Int** 4 (+3) **Cha** 3 (+2)

Description Monstrous Compendium: Dark Sun

Tactics: The obsidian golem will normally open up an attack with its fists, waiting for a sufficient number of enemies to draw close before letting loose its sonic boom and obsidian rain attacks.

Lore

DC 15: Obsidian Golems are usually used to guard valuables and property.

DC 20: There are tales of Sorcerer-Kings releasing Obsidian Golems into cities to terrify the population into submission, but none of these have been substantiated.

DC 25: Obsidian Golems are created when a powerful Defiler carves the body out of solid Obsidian. The material components to create these constructs are 3,000gp.

Rock Golem

Rock Golems are 9ft tall and are carved to resemble men in heavy armour. Rock Golems weigh up to 600lbs and are very slow, incapable of moving any faster than a walk.

Rock Golem	Level 10 Brute
Large magical animate (humanoid)	XP 500

Initiative +6 **Senses** Perception +4;

HP 128; **Bloodied** 64;

AC 22; **Fortitude** 27, **Reflex** 23, **Will** 21

Immune Mind Affecting Spells, Sleep, Poison, Suffocation;

Resist Weapon 5, Arcane 5; **Vulnerable** Preserver Spells 5

Speed 4

Pummel (At-Will, Encounter)

+13 vs. AC, 3d6+5 Damage

Clear the Path (Standard, Encounter)

The Golem swings his ample fists knocking any target occupying the 3 squares in front of him prone.

Burst, +9 vs. Ref against any target the Golem can see, 3d8+5 damage, Victims knocked prone

Mighty Blow (Standard & Minor, Recharge When First Bloodied)

By focusing on a single target, the Rock Golem delivers a mighty blow.

+13 vs. AC, 4d10+5 Damage, Victim Stunned (Save Ends)

Alignment Unaligned

Languages –

Str 21 (+10) **Dex** 12 (+6) **Wis** 8 (+4)

Con 18 (+9) **Int** 3 (+1) **Cha** 3 (+1)

Description Monstrous Compendium: Dark Sun

Lore

DC 15: Rock Golems are most often used as guards, standing motionless and statue like outside of a wizards abode.

DC 25: Rock Golems are made by Defilers out of a solid piece of rock weighing 2,000lbs. The hape is carved form them and a series of rituals cast upon the rock. The material components total 2,000gp

Salt Golem

The salt golem is created by powerful defilers and sorcerer kings and is favored by those near the salt flats. The golem is 8 feet tall and weighs roughly 600 pounds. It resembles small rock golems and has an opaque color and texture. A most horrifying feature of this golem is its movement. It moves

slowly and deliberately, seemingly unaware or uncaring that most other creatures can move faster. This creature has a very low intelligence, but its slow pace belies a confidence that it knows its quarry will eventually tire while it is inexhaustible. It possesses almost-recognizable facial features. The salt golems eyes are white and opaque. It has a mouth, but the salt golem cannot speak and is silent unless in motion.

Salt Golem	Level 9 Brute
Large magical animate	XP 400
Initiative +5 Senses Perception +3;	
HP 117; Bloodied 58;	
AC 21; Fortitude 26, Reflex 22, Will 20	
Immune Electrical, Cold, Fire; Vulnerable Water 10	
Speed 4	
Pummel (At-Will, Standard)	
+12 vs. AC, 2d8+5 Damage	
Inflict Pain (Recharge 6, Standard)	
Delivered on the end of a mighty punch, the Salt Golem breaks the skin leaving magically infused Salt in the wound. This causes the target immense pain.	
+10 vs. Fort, 3d8+5 damage, plus 5 ongoing (Save Ends)	
Dehydrate (Encounter, Standard)	
The Golem attempts to grapple an enemy draining the fluid from their bodies.	
+10 vs. Fort, 3d10+5 damage plus victims lose a healing surge because of Dehydration, this attack causes 1d6 damage to the Golem as well (due to the liquid melting it slightly)	
Follow Target	
The Salt Golem can relentlessly follow its target. Even at its slow pace, the victim can run but it can't hide, and sooner or later the relentless Salt Golem will catch up.	
The Salt Golem can automatically detect the direction its target has gone in; and it can follow the trail for weeks.	
Alignment Unaligned	
Languages –	
Str 20 (+9)	Dex 12 (+5) Wis 8 (+3)
Con 17 (+7)	Int 4 (+1) Cha 3 (+0)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Salt golems are basically mindless Brutes; they pummel their enemies until they are dead.

Lore

DC 30: The creation of a salt golem requires a defiler of at least 18th level. The body is formed from approximately 1,200 pounds of salt usually collected from the salt flats of Athas. Other material and spell components cost 1,500 gp

Wood Golem

Wood Golems are 10ft tall constructs that appear much like a treant, when located in a forest they can be very difficult to spot.

Wood Golem	Level 8 Lurker
Large magical animate (Plant)	XP 350
Initiative +11 Senses Perception +3;	
HP 71; Bloodied 35;	
AC 22; Fortitude 25, Reflex 23, Will 19	
Immune Mind Affecting Spells, Sleep, Poison, Suffocation;	
Resist Weapon 5, Arcane 2; Vulnerable Defiler Magic 5	
Speed 6	
Pummel	
+13 vs. AC, 1d8+5 Damage	

Entangling Plants (Encounter, Standard)

The Wood golem can control nearby plants, enabling them to entangle their target.

Range 15, +11 vs. Ref, 3d8+5 Damage, Victim

Immobilised (Save Ends)

Miss: Half Damage, Victim in Difficult Terrain (1 square burst)

Wall of Thorns (Encounter, Standard)

Area Wall 8 within 10, If a creature walks into it they suffer 2d6+5 damage from the spines, The walls 4 squares high.

Sustain: Minor

Alignment Unaligned

Languages –

Skills Stealth +12

Str 20 (+9)

Dex 17 (+7)

Wis 8 (+3)

Con 17 (+7)

Int 3 (+0)

Cha 3 (+0)

Description Monstrous Compendium: Dark Sun

Tactics: Wood Golems normally attack from hidden positions using their plant based powers to confine an enemy before either attacking themselves or letting their Druidic Masters finish the job.

Lore

DC 20: Wood Golems are usually found in the forests and jungles of Athas, they are used by Druids to protect their guarded lands from those who would threaten them.

DC 25: Wood Golems are a rare form of Golem created by Druids. The body is constructed out of the wood from no less than 5 different trees, with vines being used to lash the wood together. The total cost for the material components for the rituals cast is 1,000gp

Gorak

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

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

Gorak	Level 1 Controller
Small natural beast	XP 100
Initiative +2 Senses Perception +4;	
HP 30; Bloodied 15;	
AC 15; Fortitude 15, Reflex 15, Will 16	
Speed 8	
Bite (At-Will, Standard)	
+6 vs. AC, 1d6+3 damage	
Claw (At-Will, Standard)	
+6 vs. AC, 1d10+3 damage	

Hypnotism (Standard, Encounter) <i>Charm</i>		
<i>The Gorak makes hypnotic patterns with their fins. Leaving a person in a daze and unable to move. Anybody in line of sight is affected by this attack.</i>		
+4 vs. Will, Stunned (Save Ends)		
Suggestion (Special, Free) <i>Charm</i>		
Every round a victim is under the goraks spell, it can make them make a basic melee attack against anybody adjacent to them.		
Alignment Evil		Languages –
Skills Perception +4		
Str 10 (+0)	Dex 14 (+2)	Wis 8 (-1)
Con 14 (+2)	Int 3 (-3)	Cha 17 (+3)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: These creatures are relatively passive and prefer to avoid conflict if possible. They can, however, pose a significant threat to the unwary and antagonistic. If threatened, goraks fan out their dorsal fin and the fin that surrounds their head. These are natural reactions intended to make the beast look bigger and more formidable in combat.

Lore

DC 15: Goraks are found both in the wild and in domesticated herds. Domesticated herds have been known to be as large as 50 beasts. However, in the wild they rarely have more than 20 individuals because of the scarcity of food throughout most of Athas.

Guardian of the Last Sea

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

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

Guardian of the Last Sea	Level 10 Controller
Small Aberration Humanoid	XP 500
(Disembodied, Psionic)	
Initiative +5 Senses Perception +13;	
HP 98; Bloodied 49;	
AC 24; Fortitude 22, Reflex 26, Will 26	
Resist 10 Psionics/Psychic	
Speed 0, The Guardians are stationary guards. They can use their limited teleport powers to blink and avoid attacks.	
Mind Burst (At-Will, Standard) <i>Psionic</i>	
Burst 3, +12 vs. Will, 1d8+5 psionic damage	
Domination (Encounter, Standard) <i>Psionic, Charm</i>	
Range 10, +14 vs. Will, Victim Dominated (Save Ends)	

As a Standard action the Guardian can make his target make basic melee attacks against anybody.		
Death Field (Encounter, Standard) <i>Psionic, Zone</i>		
Zone Burst 3 within 15, +12 vs. Will, 3d8+5 Psionic Damage. Any body walking into the field suffers 1d8+5 psionic damage and 5 ongoing psionic damage for as long as they stay within the field.		
Sustain: Minor		
Forced Teleport (Recharge 5,6, Standard) <i>Psionic, Teleport</i>		
Range 10, +14 vs. Will, Victim is teleported 5 squares.		
Miscellaneous Minor Psionics (At-Will, Free) <i>Psionics</i>		
Guardians have a wide variety of very minor Psionic powers, they are the things they require for the most menial of tasks, such as making light, or whatever else their job entails. These have very little in game effect and are mentioned for completeness.		
Alignment Unaligned		
Languages –		
Skills Perception +13		
Str 10 (+5)	Dex 10 (+5)	Wis 17 (+8)
Con 10 (+5)	Int 18 (+9)	Cha 18 (+9)

Description Mind Lords of the Last Sea

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

Lore

DC 15: Some guardians have gone mad from spending so much time disembodied from themselves.
DC 20: Most Guardians have no personality at all.
DC 25: Many Guardians are now expired and are nothing more than balls of obsidian.

Half-Elf

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

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

Half-Elf Templar Knight

Half-Elf Templar Knight	Level 12 Soldier
Medium natural humanoid	XP 700
Initiative +10; Senses Perception +10; Low Light Vision	
Dread of Law (Fear) aura 5; enemies in the aura witnessing	

an attack by the templar take a -1 penalty to all defences until the end of the encounter.

HP 126; **Bloodied** 63; see also *retributive smite*

AC 28; **Fortitude** 30, **Reflex** 28, **Will** 28

Immune fear

Speed 6

@ **Short Sword** (standard; at-will) ♦ **Weapon**

+19 vs. AC; 2d6+5 damage. If the half-elf templar knight hits with an opportunity attack, it shifts 1 square.

Dreadtwinned Sword (standard; recharge 5,6) ♦ **Fear, Weapon**

Requires short sword; +19 vs. AC; 3d8+5 damage, and the target is marked until the end of the half-elf templar knight's next turn.

Sparktwinned Sword (standard; recharge 5,6) ♦ **Lightning, Weapon**

Requires short sword; +19 vs. AC; 3d8+5 lightning damage, and the target is dazed until the end of the half-elf templar knight's next turn.

Retributive Smite (standard; usable only while bloodied; encounter) ♦ **Weapon**

The half-elf templar knight makes a melee basic attack and regains 31 hit points.

Spiteful Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ **Weapon**

The half-elf templar knight makes a melee basic attack against the enemy, even if the enemy is shifting.

Alignment Unaligned **Languages** Common, Elven
Skills Insight +15, Intimidate +12, Religion +15

Str 14 (+8) **Dex** 19 (+10) **Wis** 19 (+10)

Con 22 (+12) **Int** 12 (+7) **Cha** 12 (+7)

Equipment light shield, scale mail, short sword, sigil

Half-Elf Warrior

Half-Elf Warrior **Level 3 Minion**
Medium Natural Humanoid XP 38

Initiative +4 **Senses Perception** +1; Low-Light Vision

HP 1, Minions can never be hit by a missed attack

AC 19; **Fortitude** 15, **Reflex** 15, **Will** 15

Speed 6

Spear (At-Will, Standard) **Weapon**

+10 vs. AC, 7 damage

Alignment Unaligned **Languages** Common, Elven

Str 12 (+2) **Dex** 13 (+2) **Wis** 11 (+1)

Con 16 (+4) **Int** 12 (+2) **Cha** 13 (+2)

Equipment: Spear, Studded Leather Armour

Half-Giant

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

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

Half-giants have no native language, but most can speak common. Most translations to the common tongue make the speech of half-giants sound dull and redundant. Many humans joke that this is because

half-giants have trouble understanding any concept, whether giant, human, or otherwise.

Half Giant Elite Soldier

Half-Giant Elite Soldier **Level 8 Elite Soldier**
Medium natural humanoid XP 700

Initiative +10; **Senses Perception** +4;

HP 180; **Bloodied** 90

AC 24; **Fortitude** 20, **Reflex** 20, **Will** 20

Speed 6

@ **Swatter** (standard; at-will) ♦ **Weapon**

Reach 2; +15 vs. AC; 2d6+5 damage, and the target is pushed 1 square.

Swatter Expertise (standard; recharge 6) ♦ **Weapon**

The half-giant soldier makes a swatter attack, but gets two attack rolls and takes the better result.

Backhand (immediate reaction, when an enemy moves into a position that flanks the half-giant guard; at-will)

The half-giant soldier targets one creature flanking it: +13 vs. Fortitude; the target is pushed 1 square.

Powerful Charge (standard; recharge 5,6)

The half-giant soldier makes a charge attack; +13 vs. Fort; 3d10+5 damage, and the target is pushed 5 squares and knocked prone.

Alignment Unaligned

Languages Common

Skills Athletics +x, Intimidate +x

Str 20 (+9) **Dex** 17 (+7) **Wis** 10 (+4)

Con 18 (+8) **Int** 10 (+4) **Cha** 17 (+7)

Equipment hide armour, swatter

Half-Giant Gladiator

Half-Giant Gladiator **Level 4 Brute**
Medium Natural humanoid XP 175

Initiative +7 **Senses Perception** +2;

HP 68; **Bloodied** 34;

AC 16; **Fortitude** 20, **Reflex** 19, **Will** 17

Speed 6

Quabone (At-Will, Standard) **Weapon**

+7 vs. AC, 2d8+4 Damage

Powerful Charge (Encounter, Standard) **Weapon**

Move 4, +4 vs. Ref, 3d10+4 Damage, Target Pushed 2 squares and knocked prone

Finishing Move (standard; recharge ⅔) ♦ **Weapon**

Bloodied target only; 7 vs. AC, two attacks; 3d6+4 damage (crit +1d8+3), and ongoing 5 damage (save ends).

Alignment Unaligned

Languages Common

Skills Intimidate +8

Str 16 (+7) **Dex** 17 (+7) **Wis** 10 (+2)

Con 18 (+8) **Int** 8 (+1) **Cha** 13 (+3)

Equipment: Quabone, Piecemeal Armour

Half-Giant Guard

Half-Giant Guard **Level 2 Brute**
Medium natural humanoid XP 125

Initiative +3; **Senses Perception** +6;

HP 44; **Bloodied** 22;

AC 14; **Fortitude** 17, **Reflex** 16, **Will** 16

Speed 6

Obsidian Long Sword (At-Will, Standard) **Weapon**

+5 vs. AC, 2d6+3 Damage

Sweeping Blow (Encounter, Standard) **Weapon**

Burst 1, hits all targets in front of Half-Giant, +1 vs. Ref, 3d8+3 Damage, Victims pushed 3 squares

Alignment Unaligned

Languages Common

Skills Perception +6

Str 17 (+4) **Dex** 14 (+3) **Wis** 10 (+1)

Con 14 (+3) **Int** 8 (+0) **Cha** 14 (+3)

Equipment: Merkillot Hide Armour, Obsidian Long Sword

Half-Giant Leader

Half Giant Leader	Level 6 Brute (Leader)
Medium natural humanoid	XP 250
Initiative +6 Senses Perception +3; HP 89; Bloodied 44; AC 18; Fortitude 22, Reflex 22, Will 24 Speed 6	
Datchi Club (At-Will, Standard) +9 vs. AC, 2d8+4 damage	
Crushing Blow (Encounter, Standard) +9 vs. AC, 3d10+4 damage	
Lead By Example (Encounter, Standard) +7 vs. Will, 3d8+4 damage, all Allies within 5 squares gain a +1 to all defences until the end of the half-giants next turn	
Bloodied Fury (When First Bloodied, Free) All allies within 2 squares gain a +2 to attack and damage rolls until the end of the encounter.	
Alignment Unaligned	Languages Common
Skills Intimidate +8	
Str 16 (+6)	Dex 19 (+7) Wis 11 (+3)
Con 19 (+7)	Int 10 (+3) Cha 22 (+9)
Equipment: Datchi Club, Leather Armour	

Half-Giant Psionicist

Half-Giants are not usually known for their intelligence or force of will, but rarely one is born who is capable of psionic power. These individuals usually pick powers that improve their melee combat prowess, as they are still powerful fighters.

Half-Giant Psionicist	Level 14 Brute
Medium natural humanoid (Half-Giant)	XP xxx
Initiative +12; Senses Perception +12; HP 173; Bloodied 86; AC 26; Fortitude 32, Reflex 31, Will 31 Speed 6	
Body Weaponry (At-Will, Standard) <i>Psionic</i> +17 vs. AC, 3d6+6 Damage	
Nerve Manipulation (Encounter, Standard) <i>Psionic</i> +15 vs. Fort, 4d10+6 Psionic Damage, Victim is Stunned (Save Ends)	
Accelerated Assault (Encounter, Standard) <i>Psionic</i> +71 vs. AC, 3d8+5 damage, Make secondary attack against the same opponent, +15 vs. AC, 2d8+6 damage	
Psychoporation (Encounter, Immediate Interrupt) <i>Psionic, Teleport</i> <i>Trigger:</i> The Half Giant is hit by an attack <i>Effect:</i> the Half-Giant teleports 5 squares.	
Alignment Unaligned	Languages Common
Skills Perception +12, Insight +12	
Str 19 (+11)	Dex 20 (+12) Wis 10 (+7)
Con 23 (+13)	Int 12 (+8) Cha 20 (+13)
Equipment: Piecemeal Leather Armour	

Half-Giant Soldier

Half-Giant Soldier	Level 3 Soldier
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; HP 47; Bloodied 23; AC 19; Fortitude 18, Reflex 17, Will 16 Speed 6	
Agafari Spear +10 vs. AC, 1d10+3 damage	
Brutal Impelement (Encounter, Standard) <i>Weapon, Stance</i>	

The half-giant soldier impales its victim on the end of its spear, making them unable to move.
 +8 vs. Ref, 2d10+3 Damage, Victim Immobilised (Save Ends) 5 ongoing damage from a bleeding wound (Save or Heal DC 20 Ends)

Cooperative Defence

For every half-giant soldier standing adjacent to the soldier, it gains a +1 to all defences.

Alignment

Unaligned

Languages

Common

Str 17 (+4)

Dex 15 (+3)

Wis 10 (+1)

Con 15 (+3)

Int 8 (+0)

Cha 13 (+2)

Equipment: Agafari Spear

Half-Giant Warrior

Half-Giant Warrior	Level 6 Minion
Medium natural humanoid	XP 250
Initiative +8 Senses Perception +8; HP 1, A Minion is never hit by a missed attack. AC 12; Fortitude 16, Reflex 15, Will 15 Speed 6	
Bone Club (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 11 damage	
Alignment Unaligned	Languages Common
Str 19 (+7)	Dex 16 (+6) Wis 9 (+2)
Con 14 (+5)	Int 8 (+2) Cha 16 (+6)
Equipment: Bone Club	

Tactics: Half Giants nearly always rely on brute strength to overcome enemies. They are well known for not being very bright. They tend to hit first, talk later.

Lore

DC 15: Half-Giants are easily influenced by those around them, and if a Half Giant spends enough time with a single person, they will find their own morals and world view starting to come into line with their friends.

DC 20: Half-Giants are not very intelligent creatures, but they can be very loyal.

DC 25: Half-Giants are the creation of a Sorcerer King, who was looking to make the perfect slave.

Halfling

Most Athasian Halflings belong to the tribes of the Forest Ridge (near the Ringing Mountains) or to the Rhul-Thaun Halflings, some halflings do turn Renegade and become adventurers and worse.

Halflings are generally 3 to 4 ft tall and weigh around 50 or 60 pounds. Their language consists of a collection of hoots, howls and shrieks.

The Halflings of Athas consider all animals as a source of food, and a good number of them see other intelligent humanoids as nothing more than animals!

Chahn Warriors

Chahn Warrior	Level 3 Lurker
Small Natural Humanoid	XP 150
Initiative +8 Senses Perception +2; HP 38; Bloodied 19; AC 17; Fortitude 14, Reflex 15, Will 14; See also nimble reaction Speed 6	
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d6+3 Damage	

Fanatics Strike (Encounter, Standard) <i>Weapon</i>		
+3 vs. Fort, 3d6+3 Damage, 2 ongoing damage (Save Ends), Grant the Halfling Combat advantage until the end of his next turn.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Evil	Languages Halfling	
Skills Stealth +9		
Str 10 (+1)	Dex 17 (+4)	Wis 12 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 14 (+3)
Equipment: Hide Armour, Shield, Bone Short Sword		
Description Windriders of the Jagged Cliffs		

Description Windriders of the Jagged Cliffs

Lore

DC 15: Chahn Terrorists are young halflings looking to over throw the Rhul-Thawn society, leadership and traditions. They reject the ancient precepts of which Rhul-Thawn society is founded, Rituals, Clans and most importantly Isolationism.

DC 20: They do not see them selves as terrorists, but rather freedom fighters struggling against stagnation and oppression.

DC 25: Some of these halflings do not believe violence is the way to affect change, most of them, however, do

DC 30: Many Chahn Warriors are fanatics.

Forest Chief

Forest Chiefs are halfling clerics and psionicists. They act as spiritual advisers in the forest, guiding the day-to-day lives of the regular halflings.

Forest Chief	Level 10 Artillery
Small Natural Humanoid (Halfling)	XP 500
Initiative +8; Senses Perception +15; HP 84; Bloodied 42; AC 22; Fortitude 26, Reflex 26, Will 27; See Nimble Reaction Power Speed 5	
Short (At-Will, Standard) <i>Weapon</i> +17 vs. AC, 1d8+5 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +15 vs. Ref, 2d6+5 damage	
Ego Whip (Encounter, Standard) <i>Psionic</i> Range 20, +15 vs. Will, 4d8+5 Psionic Damage, Victim is Stunned (Save Ends)	
Intensify Humidity (Encounter, Standard) <i>Divine, Water</i> Bust 2, Within 15, +13 vs. Fort, 3d8+5 heat damage, all victims Weakened (Save Ends)	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the Halfling would be hit by an attack; encounter) The Halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Halfling
Skills Insight +15, Nature +15, Perception +15, Stealth +13	
Str 13 (+6)	Dex 16 (+8) Wis 21 (+10)
Con 18 (+9)	Int 18 (+9) Cha 15 (+6)
Equipment: Leather Armour, Obsidian Short Sword, Short Bow, Obsidian Tipped Arrows	

Halfling Fighter

Halfling Fighter		Level 8 Soldier
Small natural Humanoid		XP 350
Initiative +9; Senses Perception +5;		
HP 92; Bloodied 46;		
AC 24; Fortitude 25, Reflex 23, Will 23; See also nimble reaction		
Speed 6		
Short Sword (At-Will, Standard) <i>Weapon</i>		
+15 vs. AC, 2d6+5 damage		
Short Bow (At-Will, Standard) <i>Weapon</i>		
Range 15/30, +13 vs. Ref, 1d8+5 damage		
Dazing Strike (Standard, Encounter) <i>Weapon</i>		
+15 vs. AC, 3d8+5 Damage, Leaves victim Dazed (Save Ends)		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Unaligned		Languages Halfling
Skills Stealth +12, Nature +10		
Str 14 (+6)	Dex 17 (+7)	Wis 12 (+5)
Con 20 (+9)	Int 11 (+4)	Cha 17 (+7)
Equipment: Hide Armour, Short Bow, 12 Steel Tipped Arrows, Short Sword		

Halfling Guide

Halfling Guide		Level 3 Artillery	
Small Natural Humanoid		XP 150	
Initiative +4 Senses Perception +8;			
HP 38; Bloodied 19;			
AC 15; Fortitude 17, Reflex 18, Will 17; See also nimble reaction			
Speed 6			
Bone Dagger (At-Will, Standard) <i>Weapon</i>			
+10 vs. AC, 1d6+3 Damage			
Short Bow (At-Will, Standard) <i>Weapon</i>			
Range 15/30, +8 vs. Ref, 1d10+3 Damage			
Double Shot (Encounter, Standard) <i>Weapon</i>			
+8 vs. Ref, 1d10+3 Damage, If the primary shot hits, the halfling gets a secondary shot against any other target in range, +8 vs. Ref, 1d10+3 Damage			
Combat Advantage			
The halfling deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.			
Nimble Reaction			
Halflings gain a +2 racial bonus to AC against opportunity attacks			
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)			
The halfling forces the attacker to reroll the attack and take the new result.			
Alignment Unaligned		Languages Halfling	
Skills Nature +8, Perception +8			
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)	
Con 14 (+3)	Int 12 (+2)	Cha 11 (+1)	
Equipment: Short Bow, Bone Dagger, 6 Arrows			

Halfling Hunter

Halfling Hunter		Level 3 Lurker
Small Natural Humanoid		XP 150
Initiative +7; Senses Perception +8; HP 41; Bloodied 20; AC 17; Fortitude 18, Reflex 17, Will 17; See also nimble reaction		

Speed 6
Bone Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d10+3 Damage
Killing Blow (Encounter, Standard) <i>Weapon</i> +8 vs. AC, 2d10+3 Damage, 2 Ongoing Damage (Save Ends)
Combat Advantage The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.
Alignment Evil
Languages Halfling
Skills Nature +8, Perception +8
Str 12 (+2) Dex 14 (+3) Wis 14 (+3)
Con 17 (+4) Int 12 (+2) Cha 10 (+1)
Equipment: Bone Spear, Bone Knife

Halfling Renegade

Halfling Renegades are halflings that have left their tribes for one reason or another; some found Renegade Tribes, while some become adventurers, thieves and marauders.

Halfling Renegade	Level 5 Lurker
Small Natural Humanoid (Halfling)	XP 200
Initiative +8; Senses Perception +3; HP 54; Bloodied 27; AC 19; Fortitude 17, Reflex 17, Will 17 See also nimble reaction Speed 6	
Bone Short Sword +10 vs. AC, 1d10+4 Damage	
Short Bow Range 15/30, +8 vs. Ref, 1d6+4 Damage	
Ambush Tactics With Short Sword, +10 vs. AC, 3d8+4 damage, victim Stunned (Save Ends) With Short Bow, +8 vs. Ref, 3d6+4 damage, victim Stunned (Save Ends)	
Combat Advantage The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Halfling
Skills Stealth +9, Nature +8	
Str 12 (+3) Dex 15 (+4) Wis 12 (+3)	
Con 18 (+6) Int 12 (+3) Cha 15 (+4)	
Equipment: Leather Armour, Small Shield, Bone Short Sword, Short Bow, Bone Tipped Arrows	

Description Monstrous Compendium: Dark Sun

Tactics: Renegade Halfling fight a lot like their more civilized brethren, they prefer to set traps and attack with Bone weapons and Psionics.

Lore

DC 15: Renegade Halfling tribes always have significantly higher numbers of Wild Psionicists in

their tribes, nobody is really sure why.

DC 20: Renegade Halflings tend to be far more brutal and callous then other halflings, leading to them having a gruesome reputation and being feared by most people.

Halfling Scout

Halfling Scout	Level 3 Skirmisher
Small Natural Humanoid	XP 150
Initiative +6 Senses Perception +6; HP 47; Bloodied 23; AC 17; Fortitude 17, Reflex 18, Will 16; See also nimble reaction Speed 6	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +6 vs. Ref, 1d6+3 damage	
Poisoned Arrow (Encounter, Standard) <i>Weapon</i> Range 15/30, +6 vs. Ref, 3d6+3 poison damage, 2 ongoing poison damage, Shift 3 squares after firing.	
Combat Advantage The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned	Languages Halfling
Skills Stealth +9, Nature +6, Perception +6	
Str 12 (+2) Dex 17 (+4) Wis 10 (+1)	
Con 15 (+3) Int 12 (+2) Cha 13 (+2)	
Equipment: Short Bows, 6 Arrows, Bone Dagger	

Halfling Tribal Chief

Tribal Chiefs are normally Druids. They are the leaders of the Halfling communities and have final say on any raids that occur. They are also the judges of the halfling tribe, passing judgement on all criminals within the villages.

Halfling Tribal Chief	Level 15 Controller
Medium small human (Halfling)	XP 1,200
Initiative +12, Senses Perception +18; HP 168; Bloodied 84; AC 29; Fortitude 32, Reflex 32, Will 33 Speed 5	
Short Sword (At-Will, Standard) <i>Weapon</i> +20 vs. AC, 2d8+6 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> +19 vs. Ref, 1d10+6 damage	
Entangle (Encounter, Standard) <i>Plant</i> Burst 1 within 10, +17 vs. Ref, 3d10+6 damage, All enemies in range are entangled and restrained (Save Ends), Area remains rough terrain until the end of the encounter.	
Savage Frenzy (Encounter, Standard) <i>Weapon</i> Burst 1, +18 vs. AC, 3d10+6 Damage to each creature in burst	
Wall of Thorns (Encounter, Standard) <i>Plant, Wall</i> Area Wall 10 within 15, If a creature adjacent to the wall suffers an attack at +17 vs. Ref, 4d8+6 damage from the spines, with 10 ongoing damage for each round they remain adjacent to the wall, The walls 4 squares high. Sustain: Minor	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity	

attacks
Second Chance (immediate interrupt, when the Halfling would be hit by an attack; encounter) The Halfling forces the attacker to reroll the attack and take the new result.
Alignment Unaligned Languages Halfling
Skills Insight +18, Nature +18, Perception +18, Stealth +12
Str 14 (+9) Dex 20 (+12) Wis 23 (+13)
Con 20 (+12) Int 18 (+11) Cha 15 (+9)
Equipment: Leather Armour, Obsidian Short Sword, Short Bow, Obsidian Tipped Arrows

Halfling Warrior

Halfling Warrior	Level 3 Minion
Small Natural Humanoid	XP 38
Initiative +3; Senses Perception +3; HP 1, Minions cannot be hit by a missed attack AC 19; Fortitude 18, Reflex 17, Will 17; See also nimble reaction Speed 6	
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 6 Damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +8 vs. Ref, 5 damage	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Halfling	
Skills Nature +8	
Str 12 (+2) Dex 14 (+3) Wis 14 (+3)	
Con 17 (+4) Int 10 (+1) Cha 10 (+1)	
Equipment: Bone Short Sword, Short Bow, 6 arrows	

Hunter-Chief

Hunter-Chiefs are the psionic leaders within the Halfling communities.

Hunter-Chief	Level 8 Controller
Small natural humanoid (Halfling)	XP 350
Initiative +9; Senses Perception +12; HP 89; Bloodied 44; AC 22; Fortitude 23, Reflex 25, Will 23; See Nimble Reaction Speed 5	
Short Sword (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 2d6+5 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +12 vs. Ref, 1d8+5 damage	
Psionic Burst (Encounter, Standard) <i>Psionic</i> Burst 2, +10 vs. Will, 3d10+5 psionic damage, All enemies in range are pushed back 1 square and knocked prone.	
Savage Assault (Encounter, Standard) <i>Weapon</i> +12 vs. Fort, 3d8+5 damage, make a secondary against any adjacent target, +10 vs. Fort, 1d8+5 damage, both victims are dazed (Save Ends)	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the Halfling would be hit by an attack; encounter) The Halfling forces the attacker to reroll the attack and take the new result.	
Alignment Unaligned Languages Halfling	

Skills Insight +12, Nature +12, Perception +12, Stealth +14
Str 12 (+5) Dex 20 (+9) Wis 17 (+7)
Con 17 (+7) Int 12 (+5) Cha 14 (+6)
Equipment: Leather Armour, Obsidian Short Sword, Short Bow, Obsidian Tipped Arrows

Tactics Halfling usually use stealth and cunning in combat, If they are fighting in forest they know well, they will use terrain and traps to the their advantage.

Lore

DC 15: Halflings are cannibalistic savages that live in the jungles of Athas.

DC 20: most Halflings have close ties to nature, and many of their leaders are powerful Druids and Psionicists.

DC 25: Many believe Halflings to be the progenitor race for Athas. Many of them served Rajaat during his cleansing wars.

Rhul-Thaun Climber

Rhul-Thaun Climber	Level 5 Soldier
Small Natural Humanoid	XP 200
Initiative +8; Senses Perception +4; HP 61; Bloodied 30; AC 21; Fortitude 20, Reflex 21, Will 19; See also nimble reaction Speed 6	
Bone Dagger (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 1d10+4 damage	
Cliff-Fighting (Encounter, Standard) <i>Weapon</i> +10 vs. Ref, 3d6+4 Damage, +2 to Ref Defence and Athletics checks until the end of the encounter.	
Combat Advantage The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.	
Alignment Good Languages Rhul-Thaun	
Skills Athletics +11, Endurance +10, Nature +9	
Str 16 (+5) Dex 18 (+6) Wis 14 (+4)	
Con 13 (+3) Int 12 (+3) Cha 10 (+2)	
Equipment: Hide Armour, Bone Dagger	
Description Windriders of the Jagged Cliffs	

Lore

DC 15: Climbers are Rhul-Thaun that spend their lives scaling the cliff walls and crossing the distances between the villages found on the edges.

DC 20: They often use ropes, spikes and harnesses, but are just as skilled at climbing without this equipment.

Rhul-Thaun Winddancer

Rhul-Thaun Winddance	Level 3 Skirmisher
Small Natural Humanoid	XP 150
Initiative +4; Senses Perception +1; HP 47; Bloodied 23; AC 17; Fortitude 17, Reflex 18, Will 16; See also nimble reaction Speed 6, 8 squares when Wind dancing	
Bone Dagger (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d6+3 damage	

Wind dancing (Standard, Recharge 5,6) <i>Weapon</i> <i>Wind dancers use a combination of tightropes and climbing ropes to attack through the air, almost as if flying.</i> Swing (via Rope) 3 squares before the attack, +6 vs. ref, 3d6+3 Damage, and swing 3 squares after the attack.		
Combat Advantage The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Good Languages Rhul-Thaun		
Skills Athletics +9, Nature +6		
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 15 (+3)	Int 12 (+2)	Cha 13 (+2)
Equipment: Hide Armour, Bone Dagger		

Description Windriders of the Jagged Cliffs

Lore

DC 15: Winddancers are very athletic, leaping, jumping, running and swinging through the air of tightropes and climbing ropes.

Rhul-Thaun Wind rider

Rhul-Thaun Windrider		Level 5 Artillery
Small Natural Humanoid		XP 200
Initiative +4 Senses Perception +3; HP 51; Bloodied 25; AC 17; Fortitude 19, Reflex 19, Will 21; See also nimble reaction Speed 6		
Bone Dagger (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 1d6+4 damage		
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +10 vs. Ref, 1d10+4 damage		
Fly By Archery (Encounter, Standard) <i>Weapon</i> Range 15/30, +10 vs. Ref, 3d6+4 damage, shift up to 3 squares before shot and unto 3 squares after shot		
Combat Advantage The halfling deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction Halflings gain a +2 racial bonus to AC against opportunity attacks		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter) The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Good Languages Rhul-Thaun		
Skills Athletics +9, Nature +8		
Str 12 (+3)	Dex 15 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 12 (+3)	Cha 18 (+6)
Equipment: Hide Armour, Bone Dagger, Life-Shaped Stated, Short Bow		

Description Windriders of the Jagged Cliffs

Lore

DC 15: Windriders are envied and respected by all Rhul-Thaun.

Hej-kin

Hej-Kin are a race of diminutive, vile looking humanoids that inhabit the subterranean portions of Athas.

They have round chubby faces, with small slit like eyes, their ears are pointed and covered with a thick fur. Their skin colour varies from deep red to a dark mossy green.

Hej-Kin Cleric

Haj-Kin Cleric		Level 7 Elite Controller
Small natural humanoid		XP 600
Initiative +4; Senses Perception +7; HP 140; Bloodied 70; AC 21; Fortitude 22, Reflex 22, Will 23 Resist 5 Psionic/Psychic Saving Throws +2 Speed 5 Action Points 1		
Claw Rake (Standard, At-Will) +12 vs. AC, 1d8+5 Damage		
Earth Grasp (Encounter, Standard) <i>Divine, Earth</i> +11 vs. Ref, 3d8+5 Damage, Victim Immobilised (Save Ends)		
Pelt With Rocks (Recharge 5.6, Standard) <i>Divine, Earth</i> Burst 3, +9 vs. Ref, 3d10+5 Damage		
Intellect Fortress (Recharge When First Bloodied, Free) <i>Psionic</i> +5 to Will Defence until he end of you next turn.		
Phase Through Stone This ability is how the Hej-Kn moves through the underground. When using this ability they can pass though unlimited solid rock, while doing this their speed is slowed to 2 squares.		
Alignment Evil		Languages Hej-Kin
Skills Nature +12		
Str 12 (+4)	Dex 12 (+4)	Wis 19 (+7)
Con 16 (+6)	Int 16 (+6)	Cha 10 (+3)

Hej-Kin Mage

Haj-Kin Mage		Level 7 Artillery
Small natural humanoid		XP 300
Initiative +4 Senses Perception +3; HP 65; Bloodied 32; AC 19; Fortitude 22, Reflex 23, Will 21 Resist 5 Psionic/Psychic Speed 5		
Claw Rake (Standard, At-Will) +14 vs. AC, 1d8+5 damage		
Razor Shards Burst 2 within 15, +12 vs. Ref, 3d10+5 Damage, 5 Ongoing Damage (Save Ends)		
Intellect Fortress (Recharge When First Bloodied, Free) <i>Psionic</i> +5 to Will Defence until he end of you next turn.		
Phase Through Stone This ability is how the Hej-Kn moves through the underground. When using this ability they can pass though unlimited solid rock, while doing this their speed is slowed to 2 squares.		
Alignment Evil		Languages Hej-Kin
Skills Arcana +12		
Str 12 (+4)	Dex 13 (+4)	Wis 10 (+3)
Con 17 (+6)	Int 19 (+7)	Cha 15 (+5)

Hej-Kin Warrior

Haj-Kin Warrior		Level 7 Minion
Small natural humanoid		XP 75
Initiative +7; Senses Perception +3; HP 1, Minions are never hit by missed attacks AC 23; Fortitude 22, Reflex 21, Will 20 Resist 5 Psionic/Psychic Speed 5		
Claw Rake (Standard, At-Will) +14 vs. AC, 6 damage		
Intellect Fortress (Encounter, Free) <i>Psionic</i> +5 to Will Defence until the end of your next turn.		
Phase Through Stone <i>This ability is how the Hej-Kin moves through the underground. When using this ability they can pass through unlimited solid rock, while doing this their speed is slowed to 2 squares.</i>		
Alignment Evil	Languages Hej-Kin	
Str 16 (+6)	Dex 14 (+5)	Wis 10 (+3)
Con 14 (+5)	Int 10 (+3)	Cha 12 (+4)

Description Monstrous Manual: Dark Sun

Tactics: Hej-Kin always attack under the cover of night, they will normally try to even the odds by attacking after their targets have gone down for the night, they will use clerics to try and hold their enemies in place, while the wizard attacks with spells. While the target is pinned down, the warriors will charge in to attack with their claws.

Lore

DC 15: Hej-Kin normally set up their homes near underground streams, making it easy to supply the village with water.

DC 20: Hej-Kin only ever comes to the surface at night, and even then that is a rare event. Usually a party led by a cleric will come to the surface, but only if they feel they need to investigate a possible threat.

DC 25: Hej-Kin revere the earth, all of their clerics are Earth Clerics and all of their mages are Preservers.

DC 30: The Hej-Kin language is made up of a series of low mumbling sounds and hand movements, it is a very difficult language for non-Hej-Kin to learn.

Human

Humans are the predominant race on Athas. An average human male stands between 6 and 6 1/2 feet tall and weighs 180 to 200 pounds. A human female is somewhat smaller, averaging between 5 1/2 and 6 feet in height and weighing between 100 and 140 pounds. The colors of skin, eyes, and hair vary widely.

On Athas, centuries of abusive magic have not only scarred the landscape-they've twisted the essence of human appearance, as well. Many humans in Dark Sun look normal, and could pass unnoticed among humans of any other world. Others, however, have marked alterations to their appearance. Their facial features might be slightly bizarre; a large chin or nose, pointed ears, no facial hair, etc. Their coloration might be subtly different, such as coppery, golden brown, hues of grey, or patchy. The differences may be more physical, such as webbed toes or fingers, longer or shorter limbs, etc.

Humans are generally tolerant of other races. They can easily adapt to situations involving elves or dwarves, and even more exotic races such as half-giants and thri-kreen. Where other, less tolerant races come into contact with one another, humans often serve as diplomatic buffers.

Alliance Wizard

The Veiled Alliance is a secret group of wizards with separate, independent cells in each city-state. The Veiled Alliance membership is restricted to preservers, and only those of a decent moral standing.

The different cells are not formally connected, although they do keep guarded, but friendly relations. The reason for the guarded relations is in order to keep the Alliance a secret.

Alliance Wizard		Level 3 Controller
Medium natural humanoid (human)		XP 150
Initiative +3 Senses Perception +2; HP 45; Bloodied 22; AC 17; Fortitude 16, Reflex 18, Will 17 Speed 6		
Bone Dagger (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d6+3 damage		
Magic Missile (At-Will, Standard) <i>Arcane, Force</i> Range 15, +7 vs. Ref, 1d6+3 force damage		
Force Orb (Encounter, Standard) <i>Arcane, Force</i> Burst 1 within 15, +7 vs. Ref, 3d6+3 force damage, if the primary attack hits, make a secondary attack burst 2, +7 vs. Ref 1d6+3 force damage		
Arcane Insight (Encounter, Free Action) <i>Arcana</i> <i>The veiled alliance gives you training in all things arcane.</i> The Wizard can re-roll an Arcana result that they are not happy with.		
Alignment Good		Languages Common
Skills Streetwise +7, Bluff +8, Arcana +9		
Str 12 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 13 (+2)	Int 17 (+4)	Cha 15 (+3)
Equipment: Bone Dagger		

Description Veiled Alliance

Amketch Guard

Merchant House of Amketch is a merchant house from just outside of Balic, but it does conduct frequent business within Nibenay as well. Amketch are regularly at odds with House Shom and House Inika, creating the need for the merchant house to keep their own guards and caravan outriders.

Amketch Guard		Level 2 Minion
Medium natural humanoid (Human)		XP 31
Initiative +3 Senses Perception +1; HP 1, Minions are never hit by a missed attack AC 18; Fortitude 17, Reflex 16, Will 15 Speed 6		
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 7 damage		
Crossbow (At-Will, Standard) <i>Weapon</i> Range 15/30, +7 vs. Ref, 5 damage		
Alignment Unaligned	Languages Common	
Str 16 (+4)	Dex 14 (+3)	Wis 10 (+1)
Con 14 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment: Studded Leather Armour, Shield, Bone Short Sword, Light Crossbow, 20 Obsidian Quarrels		

Description Merchant House of Amketch

Amketch Outrider

Amketch Outrider	Level 2 Skirmisher
Medium natural humanoid (human)	XP 150
Initiative +6; Senses Perception +6; HP 36; Bloodied 18; AC 16; Fortitude 16, Reflex 17, Will 16 Speed 6, Kank Mount	
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +7 vs. AC, 1d10+3 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +5 vs. Ref, 1d6+3 damage	
Ride By Attack (Recharge 6, Standard) <i>Weapon</i> Must be mounted on a Kank, move up to 4 before attack, +5 vs. Ref, 3d6+3 damage, move up to 3 after attack.	
Alignment Unaligned	Languages –
Skills Perception +6	
Str 14 (+3)	Dex 17 (+4) Wis 11 (+1)
Con 12 (+2)	Int 12 (+3) Cha 14 (+3)
Equipment: Studded Leather Armour, Shield, Bone Short Sword, Short Bow, 12 Bone Arrows, Kank Mount	
Description Merchant House of Amketch	

Arena Mage

Arena Mages re the wizards who fight in the gladiatorial arena's of Athas. They are tough and cruel, but always disguise their powers as Psionics to avoid being discovered as a Wizard.

Arena Mage	Level 10 Controller
Medium natural humanoid (Human)	XP 500
Initiative +7; Senses Perception +5; HP 106; Bloodied 54; AC 24; Fortitude 26, Reflex 27, Will 26 Speed 6	
Staff (At-Will, Standard) <i>Weapon</i> +15 vs. AC, 1d8+5 damage	
Force Missile (At-Will, Standard) <i>Force</i> +14 vs. Ref, 2d6+5 Force damage	
Telekinetic Assault (Encounter, Standard) <i>Force</i> Burst 1 within 15, +12 vs. Ref, 3d8+5 force damage, Victims Stunned (Save Ends)	
Levitate (Encounter, Move) The Arena Mage can levitate up 3 squares until the end of his next turn. <i>Sustain</i> , Minor	
Alignment Unaligned	Languages Common
Skills Arcana +15, Bluff +14, Intimidate +14	
Str 15 (+7)	Dex 15 (+7) Wis 10 (+5)
Con 18 (+9)	Int 21 (+10) Cha 18 (+9)
Equipment: Piecemeal Leather Armour, Staff	

Black Sand Mounted Raider

The Black Sands Raiders are a tribe of vicious, greedy and arrogant tribesman who live in the stony barrens near the Silver Spring. If somebody is to show any form of weakness, the Raiders will attack him or her and take what they want.

Black Sand Mounted Raider	Level 4 Soldier
Medium natural humanoid (human)	XP 175
Initiative +7; Senses Perception +7; HP 64; Bloodied 32; AC 20; Fortitude 20, Reflex 19, Will 18 Speed 6, See Kank Mount	
Bone Long Sword (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 1d10+4 Damage	

Bone Spear (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 2d8+4 Damage	
Mounted Assault (Recharge 6, Standard) <i>Weapon</i> Must Be Mounted on a Kank, Charge 9 squares, +11 vs. AC, 3d8+4 damage	
Alignment Chaotic Evil	Languages Common
Skills Intimidate +9, Perception +7	
Str 18 (+6)	Dex 16 (+5) Wis 10 (+2)
Con 14 (+4)	Int 10 (+2) Cha 14 (+4)
Equipment: Bone Long Sword, Bone Spear, Kank Mount, Chitin Hide Armour, Shield	
Description Slave Tribes	

Black Sand Raider

Black Sand Raider	Level 4 Minion
Medium natural humanoid (Human)	XP 44
Initiative +7 Senses Perception +2; HP 1, Minions can never be hit by a missed attack AC 20; Fortitude 20, Reflex 19, Will 18 Speed 6	
Obsidian Tipped Spear (At-will, Standard) <i>Weapon</i> +11 vs. AC, 7 damage	
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 5 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +7 vs. Ref, 5 damage	
Alignment Chaotic Evil	Languages Common
Str 18 (+6)	Dex 16 (+5) Wis 10 (+2)
Con 12 (+3)	Int 10 (+2) Cha 14 (+4)
Equipment: Obsidian Tipped Spear, Bone Short Sword, Short Bow, 12 Arrows, Studded Leather Amrou, Shield	
Description Slave Tribes	

Black Sand Elite Raider

Black Sand Elite Raider	Level 6 Elite Solider
Medium natural humanoid (Human)	XP 500
Initiative +8 Senses Perception +8; HP 142; Bloodied 71; AC 24; Fortitude 22, Reflex 23, Will 23 Saving Throws +2 Speed 6	
Action Points 1	
Bone Long Sword (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 1d10+4 damage	
Stone Battle Axe (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 2d8+4 damage	
Light Crossbow (At-Will, Standard) <i>Weapon</i> Range 15/30, +11 vs. Ref, 1d6+4 damage	
Steel Dagger (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 1d6+4 damage	
Sword and Dagger Assault (Recharge 5,6, Standard) <i>Weapon</i> Must be using Sword and Dagger, +13 vs. AC, 1d10+4 damage, secondary attack +11 vs. AC, 1d6+4 damage	
Cleaving Blow (Encounter, Standard) <i>Weapon</i> Must be using Battle Axe, +13 vs. Fort, 3d8+4 damage, 7 damage to one enemy standing adjacent to your target.	
Alignment Chaotic Evil	Languages Common
Skills Stealth, Perception +8	
Str 19 (+7)	Dex 16 (+6) Wis 11 (+3)
Con 15 (+5)	Int 11 (+3) Cha 16 (+6)
Equipment: Bone Long Sword, Stone Battle Axe, Light Crossbow, 12 Obsidian Tipped Bolts, Steel Dagger, Chitin Hide Armour, Shield	
Equipment Description Slave Tribes	

Caravan Master

Caravan Masters are generally outwardly outgoing, while inwardly very guarded and suspicious. They usually have a large contingent of bodyguards and elite caravan guards assigned to protect them.

Caravan Master		Level 8 Lurker (Leader)
Medium natural humanoid (Human)		XP 350
Initiative +9 Senses Perception +5; HP 71; Bloodied 35; AC 22; Fortitude 23, Reflex 23, Will 25 Speed 6		
Bone Scimitar (At-Will, Standard) +13 vs. AC, 2d6+5 damage		
The Master's Blade (Encounter, Standard) With a lighting strike the Caravan master leaves his target stunned. +12 vs. Fort, 3d8+5 damage, victims are dazed (Save Ends)		
Coward's Command (Encounter, Standard) +12 vs. Will, 3d8+5 damage, All of the Caravan Master allies within 10 squares can shift 1 square closer to the Caravan Master for free.		
Alignment Unaligned		Languages Common
Skills Diplomacy, Bluff		
Str 10 (+4)	Dex 12 (+5)	Wis 12 (+5)
Con 17 (+7)	Int 17 (+7)	Cha 20 (+9)
Equipment: Bone Scimitar, Cloth Armour		

Cerulean Mage

Cerulean Mages are mysterious mystic who worship the powerful Tyr storm. Preservers do not see them as friends because destruction tends to follow the, and the sorcerer kings se them as enemies as well.

Cerulean Mage		Level 16 Controller
Medium natural humanoid (Human)		XP 1,400
Initiative +11; Senses Perception +13; HP 157; Bloodied 78; AC 30; Fortitude 33, Reflex 34, Will 33 Speed 6		
Dagger (At-Will, Standard) Weapon +21 vs. AC, 1d10+7 damage		
Zap (At-Will, Standard) Lightning +20 vs. Ref, 1d10+7 Lightning Damage		
Cerulean Blast (Encounter, Standard) Lightning Blast 5, +18 vs. Ref, 3d10+6 Lightning Damage, Victims Dazed (Save Ends)		
Summon Tyr Storm (Encounter, Standard) Lightning Burst 2 within 20, +18 vs. Ref, 4d10+7 Lightning Damage, Victims Stunned (Save Ends) and Knocked Prone		
Alignment Unaligned		Languages Common
Skills Arcana +20, Nature +18		
Str 14 (+10)	Dex 16 (+11)	Wis 21 (+13)
Con 21 (+13)	Int 24 (+15)	Cha 12 (+9)
Equipment: Orb, Dagger, Cloth Armour		

Cleric of Air

Air Clerics are typically wanders, diviners and mystics, many people do not believe in their powers, saying they are frauds and tricksters. Villagers and Tribesman often ask Air Clerics to peer into their futures and read them their fortunes.

Cleric of Air	Level 6 Artillery
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Medium natural humanoid (Human)		XP 250
Initiative +7; Senses Perception +7; HP 56; Bloodied 28; AC 18; Fortitude 20, Reflex 22, Will 22 Resist 5 Elemental Air Attacks Speed 6		
Long Bow (At-Will, Standard) Weapon Range 20/40, +11 vs. Ref, 1d10+4 Damage		
Buffeting Winds (At-Will, Standard) Elemental, Divine Bust 2 within 10, +9 vs. Ref, Victims knocked back 1 square and prone		
Sirocco (encounter, Standard) Air, Elemental, Heat, Divine Burning Desert Winds blow up against your enemies Burst 2 within 15, +9 vs. Fort, 3d6+4 Heat Damage, Victim must make an endurance check vs. the Attack roll of lose a Healing Surge due to Dehydration.		
Cyclonic Wind (Encounter, Standard) Elemental, Air, Divine Burst 3 within the 10, +9 vs. Ref, 3d8+4 Damage, Enemies Slide 2 squares and knocked prone.		
Divining Defence (Encounter, Immediate Interrupt) Divine The Air Cleric gets a +2 to all defences until the end of the next round.		
Alignment Unaligned		Languages Common
Skills Nature +12, Religion +12		
Str 12 (+4)	Dex 18 (+7)	Wis 19 (+7)
Con 14 (+5)	Int 15 (+5)	Cha 15 (+5)
Equipment: Long Bow, Cloth Armour		

Cleric of Earth

Earth Clerics tend to be defensive, and under the savage sun of Athas, the best defence is a good offense. Earth Clerics tend to be utilitarian on their outlook of life and death. They see that things die and return o the earth, and by doing so the feed the earth.

Cleric of the Earth		Level 5 Controller
Medium natural humanoid (Human)		XP 200
Initiative +4; Senses Perception +6; HP 64; Bloodied 32; AC 19; Fortitude 20, Reflex 19, Will 21 Resist: 5 all elemental earth like effects Speed 6		
Obsidian Club (At-Will, Standard) Weapon +10 vs. AC, 1d10+4 Damage		
Earthen Grasp (Encounter, Standard) Divine The target area turns to soft and the victims sink up to their knees in the earth. Burst 2 within 15, +7 vs. Ref, 3d6 +4 Damage, Target is Immobilised (Save Ends) The area stays as difficult terrain until the end of the encounter.		
Pebble to Boulder (Encounter, Standard) Divine The cleric throws a stone, but a boulder lands in its place. Range 10, +9 vs. Ref, 3d8+4 Damage		
Earthen Resistance (Encounter, Minor) Divine +2 to all defences until the end of the next round.		
Alignment Unaligned		Languages Common, Terrain
Skills Nature +11, Religion +11		
Str 12 (+3)	Dex 14 (+4)	Wis 18 (+6)
Con 16 (+5)	Int 11 (+2)	Cha 11 (+2)
Equipment: Obsidian Club, Cloth Armour		
Description Earth, Air, Fire and Water		

Cleric of Fire

Fire Clerics are among the most feared of all clerics on Athas. Some say their initiation rights make them

half crazed, other say you have to be half crazed to even attempt their initiation. Whatever the case they are among the most destructive and unstable of all clerics.

Cleric of Fire	Level 6 Brute
Medium natural humanoid (Human)	XP 250
Initiative +6; Senses Perception +7; HP 86; Bloodied 43; AC 18; Fortitude 21, Reflex 21, Will 22 Resist 5 Fire; Speed 6	
Obsidian Scimitar (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 2d8+4 Damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +7 vs. Ref, 1d10+4 Damage	
Weapon of Flame (Encounter, Standard) <i>Elemental, Weapon, Fire, Divine</i> +9 vs. AC, 3d10+4 Fire Damage, 5 ongoing damage (Save Ends). <i>Sustain:</i> Minor, the Flame Weapon causes 5 ongoing damage (Save Ends) with each hit.	
Burst of Flame (Encounter, Standard) <i>Fire, Divine</i> Blast 2, +5 vs. Ref, 3d8+4 Fire Damage, 5 Ongoing Fire Damage (Save Ends)	
Fire Shroud (Encounter, Standard) <i>Fire, Divine</i> Burst 1, +5 vs. Ref, 3d6+4 Fire Damage, 5 ongoing Fire Damage	
Alignment Evil	Languages Common
Skills Nature +12, Religion +12	
Str 14 (+5)	Dex 16 (+6)
Con 16 (+6)	Int 12 (+4)
	Cha 16 (+6)
Equipment: Obsidian Scimitar	

Cleric of Magma

Magma Clerics are perhaps the rarest of all clerics, they tend to live reclusive lives high in mountain tops and volcanoes where their patron bubbles and oozes to the surface, Magma Clerics are constantly urged by their elemental masters to bring forth their element in any way they can, they are fond of destruction, as their element is all consuming. Magma clerics are dangerous, unstable and fortunately very rare.

Cleric of Magma	Level 6 Soldier
Medium natural humanoid (Human)	XP 250
Initiative +8; Senses Perception +7; HP 74; Bloodied 37; AC 22; Fortitude 21, Reflex 21, Will 24 Resist 5 Fire and Heat Speed 6	
Scimitar (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 1d10+4 Damage	
Magma Blast (At-Will, Standard) <i>Elemental, Fire, Divine</i> Burst 2, +11 vs. Ref, 1d6+4 Elemental Damage	
Transmute Rock to Magma (Encounter, Standard) <i>Elemental, Fire, Divine</i> Burst 1 within 10, +9 vs. Ref, 3d6+4 Elemental Damage, Victim is Immobilised and 5 ongoing damage (Save Ends)	
Eruption (Encounter, Standard) <i>Elemental, Divine, Fire</i> Burst 2, +9 vs. Ref, 3d8+4 Elemental Damage, 5 Ongoing Damage (Save Ends)	
Magma Shield (Encounter, Immediate Interrupt) <i>Elemental, Divine</i> <i>Trigger:</i> Attacked by any Normal Weapon Attack, +2 to Ac and Ref defences until the end of the next round.	
Alignment Evil	Languages Common

Skills Nature +12, Religion +12		
Str 14 (+5)	Dex 16 (+6)	Wis 19 (+7)
Con 16 (+6)	Int 12 (+4)	Cha 12 (+4)
Equipment: Obsidian Scimitar		

Cleric of Rain

Clerics of Rain are always most welcome within villages, they worship the same basic tenants as water, but are not as aggressive. They are always in direct conflict with worshippers of Sun and Silt. Rain Clerics do everything they can to raise rainforests; this is because with Rainforests comes moisture, with moisture comes evaporation and with evaporation comes rain.

Cleric of Rain	Level 6 Controller
Medium natural humanoid (Human)	XP 250
Initiative +4; Senses Perception +7; HP 72; Bloodied 36; AC 20; Fortitude 21, Reflex 21, Will 22 Resist 5 Water and Lightning Speed 6	
Staff (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 1d10+4 Damage	
Acid Rain (Encounter, Standard) <i>Water, Acid</i> Burst 2 within 10, +8 vs. Ref, 3d6+4 Acid Damage, 5 Ongoing Damage	
Call Lightning (encounter, Standard) <i>Lightning</i> Burst 1 within 15, +8 vs. Ref, 3d8+4 Lightning Damage, All victims are stunned (Save Ends)	
Fog Cloud (Recharge 6, Encounter) <i>Water, Air</i> Burst 2, The caster is completely concealed and any enemies in the burst are blinded. <i>Sustain:</i> Minor	
Soothing Rains (Encounter, Standard) <i>Healing, Water</i> Range 15, A soothing shower revitalises the Rain Clerics ally, allowing them to make a save attempt.	
Alignment Good	Languages Common
Skills Nature +12, Religion +12	
Str 10 (+3)	Dex 12 (+4)
Con 16 (+6)	Int 16 (+6)
	Cha 14 (+5)
Equipment: Staff, Leather Armour	

Cleric of Silt

Clerics of Silt are often found wandering the shores of the Silt Sea, or even across the tablelands, they are always looking for ways to increase their nefarious element. They will often work with defilers, because they see the destruction of life as a way to create more silt.

Cleric of Silt	Level 6 Controller
Medium natural humanoid (Human)	XP 250
Initiative +6; Senses Perception +12; HP 72; Bloodied 36; AC 20; Fortitude 21, Reflex 21, Will 22 Resist 5 Heat and Fire Speed 6	
Warhammer (at-Will, Standard) <i>Weapon</i> +11 vs. AC, 1d10+4 Damage	
Sand Spray (At-Will, Standard) Burst 2, +8 vs. Ref, 1d6+4 Elemental Damage, Victims Blinded	
Sand Blade (Encounter, Standard) <i>Weapon, Elemental</i> +11 vs. AC, 3d6+4 Elemental Damage	
Whirlpool (Encounter, Standard) <i>Elemental</i>	

Burst 1, +8 vs. Ref, Victims Immobilized (Save Ends)		
Glass Storm (Encounter, Standard) <i>Elemental</i>		
Burst 1 within 15, +8 vs. Ref, 3d8+4 Elemental Damage		
Alignment Evil Languages Common		
Skills Nature +12, Religion +12		
Str 14 (+5)	Dex 16 (+6)	Wis 19 (+7)
Con 16 (+6)	Int 12 (+4)	Cha 12 (+4)
Equipment: Warhammer, Leather Armour		

Cleric of Sun

Clerics of the Sun are currently among the most respected of all clerics on Athas. The sun being the most dominating of all the paraelements as it now stands. Clerics of the Sun tend to be quite aggressive, and feel very secure in the Sun position as the current dominating force on the planet.

Cleric of the Sun	Level 5 Artillery
Medium natural humanoid (human)	XP 200
Initiative +4; Senses Perception +6; HP 52; Bloodied 26; AC 17; Fortitude 20, Reflex 19, Will 21 Resist 5 Elemental Sun like effects Speed 6	
Obsidian Mace (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 1d6+4 damage	
Focused Sunlight (At-Will, Standard) <i>Fire, Divine</i> +10 vs. Ref, 1d10+4 fire damage	
Blistering Sunray (Encounter, Standard) <i>Fire, Divine</i> Blast 4, +10 vs. Ref, 3d6+4 fire damage	
Fighting in the Sunlight (Encounter, Standard) <i>Divine</i> When fighting outside in the rays of the Sun, the Sun cleric gains a +1 to attack and damage rolls until the end of the next turn.	
Alignment Unaligned Languages Common	
Skills Nature +11, Religion +11	
Str 12 (+3)	Dex 14 (+4) Wis 18 (+6)
Con 16 (+5)	Int 12 (+3) Cha 14 (+4)
Equipment: Obsidian Mace	
Description Earth, Ari, Fire and Water	

Cleric of Water

Clerics of Water are by far the most desperate and vengeful of all clerics, this reflects their elemental lords. Water Clerics hate Defilers more than anything on Athas hates anything else, their rage is insatiable, and they will kill Defilers on sight.

Cleric of Water	Level 6 Controller
Medium natural humanoid (Human)	XP 250
Initiative +5 Senses Perception +7; HP 76; Bloodied 38; AC 20; Fortitude 22, Reflex 20, Will 22 Speed 6	
Bone Mace (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 1d6+4 Damage	
Long Bow (At-Will, Standard) <i>Weapon</i> Range 20/40, +10 vs. Ref, 1d10+4 Damage	
Water Surge (Encounter, Standard) <i>Elemental, Water, Divine</i> Blast 4, +8 vs. Ref, 3d6+4 Damage, victims knocked prone	
Tidal Wave (Encounter, Standard) <i>Elemental, Water, Divine</i> Blast 5, +8 vs. Ref, 3d8+4 Damage, Victims Pushed back 3 squares	
Healing Waters (Encounter, Standard) <i>Elemental, Water,</i>	

Divine, Healing		
Your soothing touch triggers a healing surge in your ally. The healing surge gains an extra 5 hitpoints.		
Alignment Unaligned Languages Common		
Skills Nature +12, Religion +12		
Str 14 (+5)	Dex 14 (+5)	Wis 19 (+7)
Con 18 (+7)	Int 12 (+4)	Cha 14 (+5)
Equipment: Bone Mail Armour, Bone Mace, Long Bow		

Dancer Assassin

In Gulg anybody with baridc abilities are looked upon with suspicion and fear. The citizens know that music and storytelling can have a magical and deadly effect on a person. The Dancer Assassin is a perfect example of this, normally female, the Dancer Assassin users their Wiley and seductive charms so that they can get close enough to strike.

Dancer Assassin	Level 5 Lurker
Medium natural humanoid (human)	XP 200
Initiative +8; Senses Perception +3; HP 51; Bloodied 25; AC 19; Fortitude 19, Reflex 19, Will 21 Speed 6	
Wrist Razor (At-Will, Standard) +10 vs. AC, 1d6+4 Damage	
Alluring Dance (Encounter, Standard) <i>Charm, Stance</i> The Assassin attracts her victim close in and then strikes with her wrist razor. Lures targets in 4 squares, +8 vs. Will, 3d6+4 Damage	
Seductive Command (Recharge 5,6, Standard) <i>Charm</i> The Assassin users her charms to get her target to attack on her whim. +8 vs. Will, target makes a basic melee attack against a target of her choice.	
Alignment Evil Languages Common	
Skills Athletics +4, Endurance +3	
Str 12 (+3)	Dex 15 (+4) Wis 12 (+3)
Con 15 (+4)	Int 12 (+3) Cha 18 (+6)
Equipment: Wrist Razor	
Description The Ivory Triangle	

Defiler

A Defiler is the most common type of Wizard on Athas; a Defiler doesn't care to temper the process that he uses to gather energy for his magic. His disregard for the land, the source of their magical energy, turns it to ash around them. Defilers to a member are evil, selfish being bent on nothing but their own advancement.

Typical Defiler	Level 5 Controller
Medium natural humanoid (Human)	XP 200
Initiative +3 Senses Perception +4; HP 62; Bloodied 31; AC 19; Fortitude 19, Reflex 21, Will 20 Speed 6	
Defiling Burst (At-Will, Standard) <i>Defile, Arcane</i> Burst 2, +7 vs. Fort, 1d10+4 damage, the area in the burst turns to ash.	
Bone Quarterstaff (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 1d6+4 damage	
Disintegrate (Encounter, Standard) <i>Defile, Arcane</i> Burst 2 within 10, +7 vs. Fort, 3d6+4 damage, Area around defiler equal to 3 squares turns to ash.	
Cower the Weak (Encounter, Standard) <i>Defile, Fear, Arcane</i>	

+9 vs. Will, 3d8+4 Fear damage, leaves 2 squares of ash around the Defiler.		
Alignment Evil		Languages Common
Skills Intimidate +3, Arcana +6		
Str 12 (+3)	Dex 12 (+3)	Wis 16 (+4)
Con 14 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment: Bone Quarterstaff		
Description Defilers and Preservers of Athas		

Draxan Warrior

Draxan's are the citizens of Ur Draxa, city of doom. From birth they are trained as warriors, psionics, templars and defilers.

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

Draxan Warrior	Level 3 Soldier
Medium natural humanoid (Human)	XP 150
Initiative +6 Senses Perception +2; HP 46; Bloodied 23; AC 19; Fortitude 18, Reflex 18, Will 17 Speed 6	
Obsidian Short Sword (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 1d10+3 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +8 vs. Ref, 1d6+3 damage	
Unarmed Assault (at-Will, Standard) <i>Weapon</i> +10 vs. AC, 1d6+3 damage	
Disciplined Warrior (Encounter, Standard) <i>Fear</i> <i>Enemies find the Draxan Warriors discipline to be unsettling. Making them falter at an important time.</i> +8 vs. Will, 3d6+3 damage	
Alignment Evil	Languages Ur Draxan
Skills Athletics +9, Endurance +8	
Str 17 (+4)	Dex 16 (+4)
Con 14 (+3)	Int 10 (+1)
	Wis 12 (+2)
	Cha 10 (+1)
Equipment: Hide Armour, Obsidian Short Sword, Short Bow, Javelin, Heavy Shield	

Description Valley of Dust and Fire

Draxan Dragon Warrior

The most exalted Draxan fighters, the Dragon Warriors patrol beyond the Great Ash Storm. Dragon Warriors wear banded mail and carry shields, lances, Composite short bows, and a melee weapon. These great warriors normally ride Rocs.

Draxan Dragon Warrior	Level 12 Soldier (Leader)
Medium natural humanoid (Human)	XP 700
Initiative +11, Senses Perception +15; Commanding Presence Aura 5 squares, all Draxan Warriors in 5 squares gain +1 to will defense when a Dragon Warrior is close by. HP 128; Bloodied 64; AC 28; Fortitude 30, Reflex 29, Will 28 Speed 6m See Roc Mount	
Obsidian Short Sword (At-Will, Standard) <i>Weapon</i> +19 vs. AC, 2d6+5 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30; +17 vs. Ref, 1d8+5 damage	
Unarmed Assault (At-Will, Standard) <i>Weapon</i>	

+19 vs. AC, 1d8+5 damage		
Mounted Archery (Encounter, Standard) <i>Weapon</i> Range 20/40, +17 vs. Ref, 3d8+5, if primary shot hits, take second shot +15 vs. Ref, 1d8+5, target is knocked back 1 square if both shots hit.		
Alignment Evil	Languages Ur Draxan	
Skills Athletics +16, Endurance +13, Perception +15		
Str 22 (+12)	Dex 20 (+11)	Wis 18 (+10)
Con 14 (+8)	Int 11 (+6)	Cha 11 (+6)
Equipment: Scale Armour, Obsidian Short Sword, Short Bow, Lance, Heavy Shield, Roc Mount		
Description Valley of Dust and Fire		

Druid

Druids are bane of Sorcerer Kings and the champions of the Rainforests. They spend most of their time within their guarded lands, savagely protecting their land by any means available to them.

Druid	Level 14 Elite Controller
Medium natural humanoid (Human)	XP 1,000
Initiative +10; Senses Perception +18; HP 280; Bloodied 140; AC 30; Fortitude 33, Reflex 31, Will 34 Resist 10 Elemental Saving Throws +2 Speed 6, Pass Without Trace in their guarded lands, leaving no tracks for anybody trying to track them. Action Points 1	
Club (At-Will, Standard) <i>Weapon</i> +19 vs. AC, 2d8+6 Damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +18 vs. Ref, 1d10+6 Damage	
Entangle (Recharge 6, Standard) <i>Plant</i> Burst 3 within 15, +16 vs. Ref, 3d10+6 Damage, Victims are immobilised (Save Reduces to Slowed, a second Save Ends), the burst are remains as rough terrain until the end of the encounter.	
Burst of Locusts (Encounter, Standard) Burst 3, +16 vs. Ref, 4d8+6 Damage, <i>Sustain:</i> Minor The Swarm of locusts persists, giving the druid total concealment and blinding any enemy in the burst area	
Invisibility (Encounter, Minor) When within their home range, Druids can turn invisible. <i>Sustain:</i> Minor	
Alignment Unaligned	Languages Common
Skills Nature +18, Perception +18	
Str 14 (+9)	Dex 16 (+10)
Con 20 (+12)	Int 20 (+12)
	Wis 23 (+13)
	Cha 15 (+9)
Equipment: Hide Armour, Club, Short Bow	

Drummer of Gulg

The Drummers of Gulg are a group of people looked on with great suspicion in the city (as are all bards). The citizens of Gulg believe music, dancing and storytelling have magical powers that can control or even kill a man. The Drummers of Gulg are used to inspire the warriors in combat and to demoralise the enemy.

Drummer of Gulg	Level 8 Controller (Leader)
Medium natural humanoid (Human)	XP 350
Initiative +7 Senses Perception +4; HP 89; Bloodied 44; AC 22; Fortitude 23, Reflex 23, Will 25	

Speed 6
Bone Wrist Razor (At-Will, Encounter) <i>Weapon</i> +13 vs. AC, 1d8+5 damage
Drumming of Violent Inspiration (Encounter, Standard) <i>Fear, Psychic</i> Burst 10, +10 vs. Will, 3d8+5 psychic damage, all allies within range gain +1 to attack and damage rolls until the end of the drummer's next turn.
Drumming of Collapsing Morale (Encounter, Standard) <i>Psychic, Fear</i> Burst 10, +10 vs. Will, 3d10+5 damage, all enemies in range are stunned (Save Ends)
Alignment Unaligned Languages Common
Str 11 (+4) Dex 17 (+7) Wis 11 (+4)
Con 17 (+7) Int 11 (+4) Cha 20 (+9)
Equipment: Bone Wrist Razor, War Drums
Description Ivory Triangle

Exterminator

Exterminators are powerful Defilers with an almost pathological hatred of Plants. They go out of the their way to understand plants, just so they can destroy them more efficiently. Some Exterminators hate plants because of some imagined evil committed against them, while others are more interested in the power levels they can achieve by destroying them.

Exterminator Medium natural humanoid (Human)	Level 19 Skirmisher XP 2,400
Initiative +13; Senses Perception +12; HP 182; Bloodied 91; AC 33; Fortitude 37, Reflex 38, Will 37 Speed 6	
Staff (at-Will, Standard) <i>Weapon</i> +24 vs. AC, 2d6+7 damage	
Poison Bolt (At-Will, Standard) <i>Poison, Defile</i> +22 vs. Fort, 3d6+8 poison damage	
Poison Cloud (Encounter, Standard) <i>Poison, Defile</i> Burst 3, +20 vs. Fort, 4d10+7 poison damage	
Defiling Drain (Encounter, Standard) <i>Defile, Healing</i> Burst 3, +20 vs. Fort, 4d8+7 Defile Damage, the Exterminator heals 45 hitpoints	
Alignment Evil	Languages Common
Skills Arcana +21, Nature +15	
Str 15 (+11)	Dex 14 (+11) Wis 12 (+10)
Con 22 (+15)	Int 25 (+16) Cha 22 (+15)
Equipment: Staff, Dark Robes	

Guard Officer

Guard Officers are the leaders of any guard attachment assigned to a merchant caravan. They are specialised warriors, specifically trained and experienced in the processes behind protecting caravans on their journeys across the desert.

Guard Officer Medium natural humanoid (Human)	Level 7 Soldier XP 300
Initiative +8; Senses Perception +8 HP 78; Bloodied 39; AC 23; Fortitude 23, Reflex 22, Will 22 Speed 6	
Halberd (At-Will, Standard) <i>Weapon</i> Reach 2, +14 vs. AC, 2d6+5 damage	
Steel Long Sword (At-Will, Standard) <i>Weapon</i> +14 vs. AC, 1d8+5 damage	
Command the Troops (Recharge 5,6, Standard)	

The Guard Officer can command a soldier within 10 squares to make a basic melee attack adding +3 to both the attack roll and the damage roll.		
Defensive Slash (encounter, standard) <i>Weapon</i> Burst 2, +12 vs. AC, 3d8+5 damage to all creatures in the burst, all creatures hit by the attack are pushed back 2 squares.		
Alignment Unaligned	Languages Common	
Skills Perception +8		
Str 19 (+7)	Dex 16 (+6)	Wis 11 (+3)
Con 12 (+4)	Int 11 (+3)	Cha 16 (+6)
Equipment: Kank Armour, Shield, Metal Long Sword, Halberd		

Hunter Noble of Gulg

Hunting is celebrated in all aspects of Gulg, from the brutal children's games to the bloody excesses of the gladiatorial shows. To become a noble in Gulg, hunting skill is of the utmost importance, nobility has nothing to do with land ownership or lineage.

Hunter Noble of Gulg Medium natural humanoid (Human)	Level 7 Lurker XP 300
Initiative +11; Senses Perception +8; HP 64; Bloodied 32; AC 21; Fortitude 22, Reflex 23, Will 22 Speed 6	
Bone Short Sword (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 2d6+5 damage	
Bone Dagger (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 1d8+5 damage	
Spear (At-Will, Standard) <i>Weapon</i> Reach 2, +12 vs. AC, 2d6+5 damage	
Red Moon Hunting (Encounter, Standard) <i>Through the use of dark rituals Hunter-Nobles gain the ability to slow a target down when hunting fugitives, animals or escaped slaves.</i> +10 vs. Will, 3d8+5 damage, Victim is slowed (Save Ends)	
Alignment Unaligned	Languages Common
Skills Stealth +12, Perception +8, Nature +8	
Str 12 (+4)	Dex 19 (+7) Wis 11 (+3)
Con 16 (+6)	Int 12 (+4) Cha 16 (+6)
Equipment: Bone Short Sword, Bone Dagger, Spear	
Description Ivory Triangle	

Hunter/Gatherer, Typical

Primitive clans of hunters and gathers live in many of Athas' forests. Tribes of Hunter-Gathers are self sufficient, surviving on anything they can get out of the forest. City dwellers tend to look at the forest dwelling hunter-/gatherers as their backwards cousins.

Hunter/Gatherer, Typical Medium Natural Humanoid (Human)	Level 1 Minion XP 25
Initiative +1; Senses Perception +5 HP 1, Minions are never hit by a missed attack AC 15; Fortitude 16, Reflex 14, Will 14 Speed 6	
Spear (at-Will, Standard) <i>weapon</i> +6 vs. AC, 7 damage	
Alignment Unaligned	Languages Common
Skills Stealth +6, Perception +5, nature +5	
Str 12 (+1)	Dex 13 (+1) Wis 10 (+0)
Con 16 (+3)	Int 10 (+0) Cha 13 (+1)
Equipment: Wooden Spear	
Description Ivory triangle	

Judaga Archer

The Judaga are the warrior headhunters of the Gulg army, the archers are highly drilled and very capable of cutting down their enemies in large numbers before they even get close to the warriors.

Judaga Archer	Level 4 Artillery
Medium natural humanoid (Human)	XP 175
Initiative +6; Senses Perception +4; Fear: Aura 2, all enemies within 2 squares of a Judaga suffer a -1 to attack rolls and damage from fear (Save Ends) HP 45; Bloodied 22; AC 16; Fortitude 18, Reflex 20, Will 18 Speed 6	
Short Bow (at-Will, Standard) <i>Weapon</i> Range 15/30, +9 vs. Ref, 1d6+4 damage	
Poisoned Arrow (Encounter, Standard) <i>Weapon</i> Range 15/30, +9 vs. Ref, 3d6+4 poison damage, 2 ongoing damage (Save Ends)	
Rain of Ferocity (Encounter, Standard) Burst 2 within 15, +7 vs. Ref, 3d10+5 damage	
Alignment Unaligned	Languages Common
Skills Endurance +9, Athletics +11 Str 12 (+3) Dex 18 (+6) Wis 15 (+4) Con 15 (+4) Int 12 (+3) Cha 11 (+2)	
Equipment: Short Bow, Poisoned Arrow	
Description The Ivory Triangle	

Judaga Warrior

The Judaga are the soldiers of Gulg's army, they are warriors that rely on Stealth, speed and incredible savagery. Judaga translates into Headhunter, the names comes from their practise of taking and enemies head as a trophy once they have been defeated.

Judaga Warrior	Level 3 Skirmisher
Medium natural humanoid (Human)	XP 150
Initiative +5; Senses Perception +2; Fear: Aura 2, all enemies within 2 squares of a Judaga suffer a -1 to attack rolls and damage from fear (Save Ends) HP #; Bloodied #; see also @power reference AC #; Fortitude #, Reflex #, Will # Speed 6	
Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d10+3 damage	
Fast Warrior (Encounter, Standard) <i>Weapon</i> Move up to 3 squares before attack, +8 vs. AC, 3d6+3 damage, shift 1 square after attack is made	
Ferocious Warrior (Encounter, Standard) <i>Weapon</i> +6 vs. Will, 2d10+3 damage, Target is Dazed from the assault ferocity (Save Ends)	
Alignment Evil	Languages Common
Skills Endurance +7, Athletics +8 Str 17 (+4) Dex 15 (+3) Wis 13 (+2) Con 13 (+2) Int 11 (+1) Cha 10 (+1)	
Equipment: Wooden Spear	
Description The Ivory Triangle	

Ka'Ardani

These people live in the volcanic wastes in the Valley of Dust and Fire. Their entire existence is a struggle to find food, water and shelter.

They are descended from Exiled Draxans, Escaped Draxan Slaves and outlanders who have become lost

in the valley. They are far more brutal and savage than even the most feral of slave tribes, and they view all Wizards, Clerics and shamans as witch doctors and with great distrust and suspicion.

Ka'Ardani	Level 2 Artillery
Medium natural humanoid (Human)	XP 125
Initiative +3; Senses Perception +3; HP 35; Bloodied 17; AC 14; Fortitude 17, Reflex 16, Will 16 Speed 6	
Melee Weapon (Varies) (at-Will, Standard) <i>Weapon</i> +9 vs. AC, 1d6+3 damage	
Short Bow (At-Will, Standard) <i>Weapon</i> Range 15/30, +7 vs. Ref, 1d6+3 Damage	
Poison Arrow (Recharge 5,6, Standard) <i>Weapon</i> Range 15/30, +7 vs. Fort, 3d6+3 Poison Damage, 2 ongoing poison damage	
Lurking Assault (Encounter, Standard) <i>Weapon</i> Must be using stealth, May attack with their bow, shift and hide in one attack. Range 15/30, +7 vs. Ref, 3d6+3 damage, Shift one square, and may keep your established Stealth Roll.	
Alignment Unaligned	Languages Low Draxan
Skills Nature +8, Endurance +9, Stealth +8 Str 12 (+3) Dex 14 (+3) Wis 14 (+3) Con 17 (+4) Int 11 (+1) Cha 10 (+1)	
Equipment: Animals Skins and Hide Armour, Hide Shields, Bone Spears, Wooden Clubs, Short Bows, Poisoned Arrows.	
Description Valley of Dust and Fire	

Lawkeeper

The Lawkeepers of Saragar follow an ancient tradition of the governments of all cities form the green age. They enforce the laws on behalf of the Mind Lords.

Lawkeepers dress in white, knee-length robes, underneath which they wear well-wrought chian mail tunics, the kind of which is extremely rare anywhere else on Athas.

Lawkeeper	Level 12 Elite Controller (Leader)
Medium natural humanoid (Human)	XP 1,400
Initiative +10; Senses Perception +7; HP 246; Bloodied 123; AC #; Fortitude #, Reflex #, Will # Saving Throws +2 Speed 6 Action Points 1	
Metal Short Sword (At-Will, Standard) <i>Weapon</i> +17 vs. AC, 1d8+5 Damage	
Spear (At-Will, Standard) <i>Weapon</i> +17 vs. AC, 2d6+5 Damage	
Psionic Burst (Recharge when first bloodied, Standard) <i>Psionic</i> Burst 2, +14 vs. Will, 3d8+5 Psionic Damage, All targets pushed back 1 square	
Command the Proctors (Encounter, Standard) May have a Proctor make a Basic Melee attack with a +6 to attack and damage roll	
Covering Blast (Recharge 5,6, Standard) <i>Psionic, Fear</i> Blast 5, +14 vs. Will, 3d8+5 Psionic Damage, All enemies caught in blast a Weakened with fear (Save Ends)	
Alignment Evil	Languages Common

Skills Insight +12		
Str 12 (+7)	Dex 19 (+10)	Wis 12 (+7)
Con 19 (+10)	Int 12 (+7)	Cha 22 (+12)
Equipment: Chain Mail Armour, Metal Short Sword, Spear		

Description Mind Lords of the Last Sea

Lawkeeper, Proctor

Proctors are the rank and file of the Lawkeeper forces. They follow the orders of the Lawkeepers to the letter.

Proctor Lawkeeper	Level 8
Medium natural humanoid (Human)	Controller
XP 350	
Initiative +7; Senses Perception +4; HP 89; Bloodied 44; AC 22; Fortitude 23, Reflex 23, Will 25 Speed 6	
Metal Short Sword (At-Will, Standard) Weapon +13 vs. AC, 1d8+5 damage	
Spear (At-Will, Standard) Weapon +13 vs. AC, 2d6+5 damage	
Psionic Burst (Encounter, Standard) Psionic Burst 1, +10 vs. Will, 3d8+5 Psionic Damage, All targets pushed back 1 square	
Alignment Evil	Languages Common
Skills Insight +9	
Str 11 (+4)	Dex 17 (+7)
Con 17 (+7)	Int 11 (+4)
Wis 11 (+4)	Cha 20 (+9)
Equipment: Chain Mail Armour, Metal Short Sword, Spear	
Description Mind Lords of the Last Sea	

Member of the Order

The Order is a secret cabal of Psioncists that help ensure that psionics never becomes an unbalancing force in Athas. On occasion the Order will declare a Psionicist rogue and they will hunt them down mercilessly. Members of the Order are among the most powerful psionicists in th world (possibly only second to the Mind Lords), they are secretive and tend to keep to them selves, but when they unleash their Psioni powers, they can be devastating.

Member of the Order	Level 26 Solo
Medium natural humanoid (Human)	Controller
XP 9,000	
Initiative +17 Senses Perception +30; HP 1,210; Bloodied 605; AC 42; Fortitude 53, Reflex 51, Will 54 Resist 15 Psionic/Psychic Saving Throws +5 Speed 6 Action Points: 2	
Staff (At-Will, Standard) Weapon +31 vs AC, 3d8+9 damage	
Id Insinuation (At-Will, Standard) Psionic Range 20, +30 vs Will, 2d8+9 Psionic Damage, Victim has a -2 to all defenses until the end of the Member fo the Order's next turn.	
Psionic Agony (Encounter, Stnadard) Psionic Blast 5, +28 vs Will, 5d10+9 Psionic Damage, All vcitims are weakened by extreme pain (Save Ends)	
Bio-Feedback (Recharge 5,6, Immediate Interrupt) Psionic <i>Trigger:</i> The Psionicist is attacked by a melee attack, +30 vs Will, 4d10+9 Psinic Damage, target is Dazed (Save Ends), knocked back 2 squares and knocked prone.	
Psionic Blinding (Encounter, Stnadard) Psionic Burst 5, +28 vs Will, 4d10+9 Psionic Damage, All vicitms in burst are Blinded and Deafened (Save Ends)	

Both)		
Dominating Burst (Recharge 5,6, Standard) <i>Psionic</i> Burst 3, +28 vs Will, 5d10+9 Psionic Damage, Every enemy in the burst is dominated (Save Ends)		
Alignment Unaligned		Languages Common
Skills Insight +30, Perception +30		
Str 15 (+15)	Dex 16 (+17)	Wis 24 (+25)
Con 26 (+26)	Int 26 (+26)	Cha 29 (+27)
Equipment: Staff		

Monk

Monks are mysterious Psionicists who lve within monestaries hidden deep within the desert. Monks are looked upon with awe and respect by most Athasians. It is not uncommon for Monks to a vow or silence, poverty or something else that is generally looked upon as highly unusualy by common folk.

Monk	Level 9 Skirmisher
Medium natural humanoid (Human)	XP 400
Initiative +9 Senses Perception +14; HP 97; Bloodied 48; AC 23; Fortitude 21, Reflex 21, Will 21 Speed 6	
Singing Sticks (At-Will, Standard) Weapon 2 Attacks, +14 vs AC, 2d6+5 Damage	
Flurry of Blows (Minor, Encouner) Psionic, Weapon +14 vs AC, 1d8+5 Damage	
Burst of Blows (Encoutner, Stnadard) Psionic, Weapon Burst 1, +12 vs AC, 3d8+5 Damage, all victims knocked prone.	
Assault of the Desert Winds (Encounter, Standard) Psionic, Weapon +14 vs AC, 3d10+5 Damage, if the hit is successful, make a second attack agasint the same or another adjacent target, +10 vs Ref, 2d6+5 Damage, if successful repeat second attack once more.	
Iron Wyrn Defence (Encoutner, immediate Interrupt) Psionic <i>Trigger:</i> Attacked by a weapon attack, reduce damage by 10+wis mod.	
Alignment Unalinged	Languages Common
Skills Insight +14, Perception +14	
Str 14 (+6)	Dex 17 (+7)
Con 17 (+7)	Int 12 (+5)
Wis 20 (+9)	Cha 18 (+8)
Equipment: Singing Sticks	

Necromancer

Necromancers are wizards with an unhealthy fascination with death; they are also very concerned with the search for immortality. Necromancers reach into the Gray for the source of their magical power.

Necromancer	Level 12 Lurker
Medium natural humanoid (human)	XP 700
Initiative +11, Senses Perception +10; HP 97; Bloodied 48; See Vampiric Drain AC 26; Fortitude 28, Reflex 30, Will 28 Speed 6	
Staff (At-Will, Standard) Weapon +17 vs. AC, 1d8+5 damage	
Necrotic Touch (At-Will, Standard) Necrotic +15 vs. Fort, 2d6+5 Necrotic Damage	
Withering Blast (Encounter, Standard) Necrotic Blast 4, +13 vs. Fort, 3d8+5 Necrotic Damage	
Vampiric Drain (Encounter, Standard) Necrotic, Healing	

+15 vs. Fort, 4d8+5 necrotic damage, the Necromancer regains 24 hitpoints.

Rejuvenate Undead (Encounter, Standard) *Necrotic, Healing*

Burst 2, All undead in range gain 10 hitpoints

Alignment Evil **Languages** Common

Skills Arcana +17, Stealth +12

Str 12 (+7) **Dex** 12 (+7) **Wis** 19 (+10)

Con 19 (+10) **Int** 22 (+12) **Cha** 12 (+7)

Equipment: Staff, Dark Robes, Trinkets made of Humanoid bones.

Outrider

Outriders are soldiers and guards for merchant caravans; they are normally mounted on speedy mounts that allow them to cover ground fast when trying to get to combat. Most caravan masters will use outriders as scouts as well as guards. They are generally considered among the elite of Caravan Guards.

Outrider **Level 6 Skirmisher**
Medium natural humanoid (human) XP 250

Initiative +8; **Senses** Perception +11;

HP 75; **Bloodied** 37;

AC 20; **Fortitude** 22, **Reflex** 21, **Will** 21

Speed 6, Crodlu Mount

Bone Spear (at-Will, Standard) *Weapon*

+11 vs. AC, 1d10+4 damage

Bone Mace (At-Will, Standard) *Weapon*

+11 vs. AC, 1d6+4 damage

Short Bow (At-Will, Standard) *Weapon*

Range 15/30, +9 vs. Ref, 1d6+4 damage

Mounted Charge (Encounter, Standard) *Weapon*

Must be mounted on Crodlu, Move 9 squares, +9 vs. Fort, 3d8+4 damage, victim is knocked prone

Alignment Unaligned **Languages** Common

Skills Perception +11, Stealth +11

Str 14 (+5) **Dex** 16 (+6) **Wis** 16 (+6)

Con 19 (+7) **Int** 11 (+3) **Cha** 11 (+3)

Equipment: Bone Spear, Bone Mace, Short Bow, Crodlu, Leather Armour

Description Dune Trader

Overseer

Overseers are the cruel taskmasters that oversee the day-to-day life of slaves. They are usually cruel and violent people who can be very liberal with the use of their whip!

Overseer **Level 4 Soldier**
Medium natural humanoid (Human) XP 175

Initiative +6 **Senses** Perception +2;

HP 63; **Bloodied** 31;

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 18

Speed 6

Master's Whip (At-Will, Standard) *Weapon*

Reach 2, +9 vs. Ref, 1d6+4 Damage

Entangling Strike (Encounter, Standard) *Weapon*

Reach 2, +9 vs. Ref, 3d6+4 damage, Target Immobilised (Save Ends)

Debilitating Lash (Encounter, Standard) *Weapon*

Reach 2, +9 vs. Ref, 3d8+4 damage, Victim Stunned (Save Ends)

Alignment Evil **Languages** Common

Str 18 (+6) **Dex** 15 (+4) **Wis** 11 (+2)

Con 13 (+3) **Int** 12 (+3) **Cha** 15 (+4)

Equipment: Master's Whip

Preserver

Preservers are a wizard that instead of draining magical energy from the world around them, they tap the magical energy in such a way as to work harmoniously with nature. They draw their energy slowly and carefully so as not to destroy the source of the power they gather.

Preserver **Level 5 Controller**
Medium natural humanoid (Human) XP 200

Initiative +3; **Senses** Perception +4;

HP 63; **Bloodied** 31;

AC 19; **Fortitude** 19, **Reflex** 21, **Will** 19

Speed 6

Bone Dagger (At-Will, Standard) *Weapon*

+10 vs. AC, 1d6+4 damage

Magic Missile (At-Will, Standard) *Arcane, Force*

Range 20, +9 vs. Ref, 1d6+4 force damage

Charm Person (Encounter, Standard) *Arcane, Charm*

Range 10, +9 vs. Will, 3d6+4 psychic damage, the victim makes a basic melee attack against any of his allies that are adjacent to him.

Advanced Illusion (Encounter, Standard) *Arcane*

Burst 3 within range 15, +7 vs. Will, 3d8+4 psychic damage

Alignment Good **Languages** Common

Skills Bluff, Arcana

Str 10 (+2) **Dex** 12 (+3) **Wis** 15 (+4)

Con 15 (+4) **Int** 18 (+5) **Cha** 12 (+3)

Equipment: Bone Dagger

Description Preservers and Defilers of Athas

Psionicist

Psionicist **Level 5 Controller**
Medium natural humanoid (human) XP 200

Initiative +3; **Senses** Perception +8;

HP #; **Bloodied** #; see also @power reference

AC #; **Fortitude** #, **Reflex** #, **Will** #

Speed 6

Dagger (At-Will, Standard) *Weapon*

+10 vs. AC, 1d6+4 damage

Mind Wave (At-Will, Standard) *Psionic*

Burst 2, +7 vs. Will, 1d10+4 Psionic Damage

Telepathic Weakening (Encounter, Standard) *Psionic*

Range 15, +9 vs. Will, 3d8+4 Psionic Damage, and Victim Weakened until end of next turn.

Energy Burst (Encounter, Standard) *Psionic, Force*

Burst 5, +7 vs. Will, 3d6+4 psionic damage, Victims knocked prone

Alignment Unaligned **Languages** Common

Skills Insight +8, Perception +8

Str 10 (+2) **Dex** 12 (+3) **Wis** 12 (+3)

Con 16 (+5) **Int** 14 (+4) **Cha** 18 (+6)

Equipment: Bone or Stone Dagger, Leather Armour

Pterrax-Rider

Pterrax-Riders are tribesmen that fly over the sea of silt in search of prey. Many of the tribes that live on islands within the sea train Pterrax form birth, and form special bonds with these mounts.

Pterrax-Rider **Level 5 Skirmisher**
Medium natural humanoid (human) XP 200

Initiative +6; **Senses** Perception +9;

HP 63; **Bloodied** 32;

AC 19; **Fortitude** 19, **Reflex** 21, **Will** 19

Speed 6, See Pterax Mount		
Spear (At-Will, Standard) <i>Weapon</i>		
+10 vs. AC, 1d10+4 damage		
Short-Bow (At-Will, Standard) <i>Weapon</i>		
Range 15/30, +8 vs. Ref, 1d6+4 damage		
Poison Arrow (recharge 6, Standard) <i>Weapon</i>		
Range 15/30, +8 vs. Ref, 3d6+4 Poison damage, 2 ongoing poison damage (Save Ends)		
Fly By Assault (Encounter, Standard) <i>Weapon</i>		
Fly 3 squares; make a Spear attack, +10 vs. AC, 3d8+4 damage, and fly up to 3 more squares.		
Alignment Evil Languages –		
Skills Perception +9		
Str 12 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 15 (+4)	Int 12 (+3)	Cha 11 (+2)
Equipment: Studded Leather Armour, Short Bow, Spear, net, Poisoned Arrows		

Description Valley of Dust and Fire

Shadow Wizard

Shadow Wizards a little like defilers and necromancers in a way, but instead of the draining the planet or reaching into the gray for their magical energy, they contact the Black. They are usually looked upon as being mysterious and dangerous mystics, who always have an uneasy aura about them.

Shadow Wizard		Level 18 Lurker
Medium natural humanoid (human)		XP 2,000
Initiative +13 Senses Perception +14; Low Light Vision		
Aura of Shadow: Creatures that come within 1 squares of the Shadow Wizard feel cool, and sometimes a little uneasy, this gives the Shadow Wizard a +5 to Intimidate checks when a target is that close.		
HP 138; Bloodied 69;		
AC 32; Fortitude 37, Reflex 37, Will 35		
Speed 6		
Chilling Touch (at-Will, Standard) <i>Shadow</i>		
+23 vs. AC, 1d10+7 shadow and cold damage		
Shadow Tendrils (Encounter, Standard) <i>Shadow</i>		
+23 vs. Ref, 3d10+6 shadow and cold damage, the victim is restrained (Save Ends)		
Defence of Divination (Encounter, Standard)		
The Shadow Wizard gains a +2 to Ref defence until the end of his next turn.		
Shadow Jump (Encounter, Standard) <i>Shadow, Teleport</i>		
The Shadow Wizard can use this power to teleport up to 5 squares, as long as there is shadow in this starting square and in the finishing square.		
Shade Form (Encounter, Standard) <i>Shadow</i>		
The Shadow Wizard becomes Insubstantial until the end of his next turn. While insubstantial he is immune to normal damage, and takes only half damage from other effects. He also gains a +5 to stealth checks in this form.		
Alignment Evil Languages Common		
Skills Arcana +21, Stealth +16		
Str 12 (+10)	Dex 14 (+11)	Wis 20 (+14)
Con 24 (+16)	Int 25 (+16)	Cha 14 (+11)
Equipment: Dark Coloured Robes		

Shom Guard

House Shom is the leading Merchant house from Nibenay. Shom is an old and in the eyes of many, a corrupt house. Shom leaders are strange, decadent and merciless.

Shom Guard		Level 2 Minion
Medium natural humanoid (human)		XP 31

Initiative +5 Senses Perception +1;		
HP 1, Minions can never be hit by a missed attack		
AC 18; Fortitude 17, Reflex 16, Will 15		
Speed 6		
Bone Spear (At-Will, Standard) <i>Weapon</i>		
+9 vs. AC, 7 damage		
Obsidian Dagger (at-Will, Standard) <i>Weapon</i>		
+9 vs. AC, 5 damage		
Alignment Evil Languages –		
Str 17 (+4)	Dex 15 (+3)	Wis 11 (+1)
Con 13 (+2)	Int 11 (+1)	Cha 13 (+2)
Equipment: Mekillot Hide, Shield, Bone Spear, Obsidian Dagger		

Description Merchant House of Amketch

Silt Pirate

These seedy individuals utilize silt skimmers to ambush other vessels plying the Silt Shoals.

Silt Pirate		Level 3 Skirmisher
Medium natural humanoid (human)		XP 150
Initiative +6; Senses Perception +2;		
HP 44; Bloodied 22;		
AC 17; Fortitude 17, Reflex 18, Will 17		
Speed 6		
Bone Long Sword (At-Will, Standard) <i>Weapon</i>		
+8 vs. AC, 1d10+3 damage		
Rock the Silt Skimmer (at-Will, Standard) <i>Weapon</i>		
+6 vs. Fort, 2d10+3 damage, Victim is Knocked Prone		
Push Back (At-Will, Standard) <i>Weapon</i>		
+6 vs. Fort, 3d6+3 damage, victim is pushed back 2 squares, move up to 2 squares after the attack		
Alignment Evil Languages Common		
Skills Athletics +9		
Str 14 (+3)	Dex 17 (+4)	Wis 12 (+2)
Con 12 (+2)	Int 12 (+2)	Cha 14 (+3)
Equipment: Bone Long Sword, Leather Armour		

Description City By The Silt Sea

Slave Tribe Member

Slave Tribes are primarily made up of slaves who managed to escape their captivity. They typical member could be a former farmer, administrator, concubine or labourer. The life may not be as safe as their life as a slave, but at least they are free.

Slave Tribe Member		Level 3 Minion
Medium natural humanoid (human)		XP 38
Initiative +5; Senses Perception +3;		
HP 1, A minion cannot be hit by an attack that misses		
AC 19; Fortitude 18, Reflex 17, Will 17		
Speed 6		
Club (At-Will, Standard) <i>Weapon</i>		
+10 vs. AC, 7 damage		
Alignment Unaligned Languages Common		
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)
Equipment: Club		

Description Slave Tribes

Slave Tribe Sub-Chief

Slave Tribe Sub Chiefs normally attain their positions of rank through force or display of martial ability. The average slave-tribesman sees gladiators and warriors are the best bet for protection. Wizards and Templars never gain positions of power in slave tribes, the

reasons being, wizards cannot be trusted and templars are a symbol of their former lives as slaves.

Slave Tribe Sub-Chief	Level 6 Soldier
Medium natural humanoid (human)	XP 250
Initiative +8; Senses Perception +6; HP 70; Bloodied 35; AC 22; Fortitude 23, Reflex 21, Will 21 Speed 6	
Obsidian Long Sword (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 1d10+4 damage	
Freedoms Desperation (Encounter, Standard) <i>Weapon</i> Burst 1, +9 vs. Will, 3d6+4 damage, the Tribesman gets a +1 to his attack roll for every enemy that is adjacent to him.	
Brutality of the Tribe (Encounter, Standard) <i>Weapon</i> +11 vs. Fort, 3d8+4 damage, Each allies adjacent to the target gets an attack of opportunity.	
Alignment Unaligned	Languages Common
Skills Endurance +10, Athletics +11	
Str 19 (+7)	Dex 16 (+6) Wis 16 (+6)
Con 14 (+5)	Int 11 (+3) Cha 11 (+3)
Equipment: Obsidian Long Sword, Merkilot Hide	

Description Slave Tribes

Slave Tribe Chief

Slave Tribe Chieftains are almost always escaped gladiators who led a revolt, or a mass escape of slaves. They are revered as heroes to freedom and men who are willing to stand up to the vile nobles, wizards and templars who would keep slaves. Some of these men live up to these lofty expectations; others are not much better than slave drivers their people have escaped from.

Slave Tribe Chief	Level 6 Elite Soldier
Medium natural humanoid (human)	(leader) XP 500
Initiative +8 Senses Perception +11; HP 140; Bloodied 70; AC 24; Fortitude 25, Reflex 23, Will 21 Saving Throws +2 Speed 6 Action Points 1	
Steel Greatsword (At-Will, Standard) <i>Weapon</i> +13 vs. AC, 2d8+4 damage	
Rabble Rousing (Encounter, Standard) <i>Weapon</i> +11 vs. Will, 3d6+4 damage, with a successful hit, all allies within 5 squares gain a +1 to all defences until the end of the encounter.	
Gladiator's Revenge (Recharge When First Bloodied, Immediate Interrupt) <i>Weapon</i> When the gladiator is hit by a melee attack, he gets a melee basic attack as a free response.	
Alignment Unaligned	Languages Common
Skills Athletics +11, Endurance +10, Perception +11	
Str 19 (+7)	Dex 16 (+6) Wis 16 (+6)
Con 14 (+5)	Int 11 (+3) Cha 11 (+3)
Equipment: Merkilot Hide Armour, Steel Two-Handed Sword	

Description Slave Tribes

Street Tough

Street Toughs are normally orphaned kids who grow up rough on the streets of the city-states. They are generally fearless, smart and brutal, as all three attributes are required to survive their upbringing.

Street Tough	Level 5 Minion
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Medium natural humanoid (human)	XP 50
Initiative +7 Senses Perception +2; HP 1, Minions are never hit by a missed attack AC 19; Fortitude 21, Reflex 20, Will 19 Speed 6	
Bone Club (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 7 damage	
Alignment Evil	Languages Common
Skills Streetwise +9	
Str 18 (+6)	Dex 16 (+5) Wis 10 (+2)
Con 12 (+3)	Int 10 (+2) Cha 14 (+4)
Equipment: Bone Club, Carru Leather	

Street Tough Leader

Street Tough Leader	Level 5 Brute
Medium natural humanoid (human)	XP 200
Initiative +8 Senses Perception +8; HP 78; Bloodied 39; AC 17; Fortitude 21, Reflex 20, Will 19 Speed 6	
Datchi Club (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 2d8+4 damage	
Street Champion's Assault (Encounter, Standard) <i>Weapon</i> +6 vs. Fort, 3d10+4 damage, Victim is Knocked Prone and Stunned (Save Ends)	
Savage Beating (Encounter, Standard) <i>Weapon</i> +6 vs. Fort, 3d8+4 damage, Victim is Slowed (Save Ends)	
Alignment Evil	Languages Common
Skills Streetwise, Stealth, Perception	
Str 14 (+4)	Dex 16 (+5) Wis 11 (+2)
Con 18 (+6)	Int 12 (+3) Cha 14 (+4)
Equipment: Datchi Club, Carru Leather	

Templars

Templars are the most feared people in the remaining city-states still controlled by sorcerer kings. Their power to accuse and imprison nearly anyone for any reason instills constant terror in the city dwellers. Not surprisingly, many templar's abuse the powers they have for personal gain—a fact that, as long as the city is administered to and kept in order, doesn't bother the sorcerer-kings.

Templars as a group perform three vital functions within a given city-state. Primarily, they work as city guards and officers in the sorcerer-king's armies. Secondly, they oversee the city's administration, ensuring that businesses keep running and that slaves are fed. Lastly, the templar's maintain the illusion that the sorcerer-king is a god by using their absolute power to enforce worship and homage to their ruler.

Templars try to advance through their ranks as rapidly as possible. The means by which a templar might gain power and position are wide open, including bribery: theft, and assassination of other templar's.

Templar, Low Ranking

Low Ranking Templar	Level 3 Controller
Medium natural humanoid (human)	XP 150
Initiative +2; Senses Perception +4; Dread of Law (Fear) aura 3; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty	

to all defences until the end of the encounter.		
HP 46; Bloodied 23;		
AC 17; Fortitude 17, Reflex 17, Will 18		
Speed 6		
Stone Club (At-Will, Standard) <i>Weapon</i>		
+8 vs. AC, 1d10+3 damage		
Commanding Word (standard; Encounter) ♦ Healing		
Ranged 10; one ally within range makes a melee basic attack (as a free action) and regains 5 hit points on a hit or 2 hit points on a miss.		
Sorcerer King's Wrath (Encounter, Standard)		
The human templar commander makes a separate attack against 3 different targets: ranged 10; +5 vs. Reflex; 3d6+3 lightning damage.		
Alignment Evil Languages Common		
Skills Insight +9, Intimidate +8, Religion +9		
Str 12 (+2)	Dex 12 (+2)	Wis 17 (+4)
Con 14 (+3)	Int 14 (+3)	Cha 14 (+3)
Equipment: Stone Club		

Templar Officer

Templar Officer		Level 6 Controller	
Medium natural humanoid (human)		(leader) XP 250	
Initiative +4; Senses Perception +7;			
Dread of Law (Fear) aura 6; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty to all defences until the end of the encounter.			
HP 72; Bloodied 36;			
AC 20; Fortitude 21, Reflex 21, Will 22			
Speed 6			
Metal Dagger (At-Will, Encounter) <i>Weapon</i> +11 vs. AC, 1d10+4 damage			
Commanding Word (standard; recharge 6) ♦ Healing Ranged 15; one ally within range makes a melee basic attack (as a free action) and regains 10 hit points on a hit or 4 hit points on a miss.			
Sorcerer-King's Wrath (Encounter, Standard) The human templar commander makes a separate attack against 3 different targets: ranged 15; +8 vs. Reflex; 3d6+4 lightning damage.			
Cursing Tongue (Encounter, Minor) Ranged 20; +10 vs. Will; the target takes a -2 penalty to AC (save ends).			
Alignment Evil		Languages Common	
Skills Insight +12, Intimidate +10, Religion +12			
Str 12 (+4)	Dex 12 (+4)	Wis 19 (+7)	
Con 16 (+6)	Int 16 (+6)	Cha 15 (+5)	
Equipment: Metal Dagger			

Templar Commander

Human Templar Commander	Level 10 Controller
Medium natural humanoid	(Leader) XP 500
Initiative +x	Senses Perception +x
King's Boon aura 3; allies in the aura gain a +1 bonus to attack rolls.	
Dread of Law (Fear) aura 6; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty to all defences until the end of the encounter.	
HP 106; Bloodied 53	
AC 24; Fortitude 26, Reflex 26, Will 27	
Speed 6	
@ Mace (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d6+5 damage.	
# Commanding Sigil (standard; recharge 4,5,6) ♦ Radiant	
+15 vs. AC; 3d8+5 radiant damage, and the target is dazed until the end of the human templar commander's next turn.	

and the templar makes a secondary attack against the same target. <i>Secondary Attack:</i> +14 vs. Will; the target takes a -2 penalty to all defences until the end of the encounter or until the templar dies.		
□ Cursing Tongue (minor; at-will)		
Ranged 20; +14 vs. Will; the target takes a -2 penalty to AC (save ends).		
□ King's Order (standard; recharge 5,6) ♦ Healing		
Ranged 20; one ally within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 7 hit points on a miss.		
□ King's Wrath (standard; encounter) ♦ Lightning		
The human templar commander makes a separate attack against 3 different targets: ranged 20; +14 vs. Reflex; 3d8+5 lightning damage.		
Alignment Unaligned Languages Common		
Skills Insight +15, Intimidate +13, Religion +15		
Str 12 (+6)	Dex 12 (+6)	Wis 21 (+10)
Con 18 (+9)	Int 18 (+9)	Cha 16 (+8)
Equipment mace, metal broad sword robes, sigil		

Templar-Wife of Nibenay

All of the Templars in Nibenay are women, and with the exception of the lowest ranks, they are all the shadow kings wives. The Templar-Wife of Nibenay are the officers of the Templar forces in Nibenay. This practice of forced marriage ensures the loyalty of the templars. All of the Templars are members of the Nibenay royal family and more than one free citizen has escape death by proving that his daughter is a templar.

Templar-Wife of Nibenay		Level 5 Controller	
Medium natural humanoid (human)		(leader) XP 200	
Initiative +3 Senses Perception +6;			
Dread of Law (Fear) aura 5; enemies in the aura witnessing an attack by the dwarf templar enforcer take a -1 penalty to all defences until the end of the encounter.			
HP #; Bloodied #;			
AC 19; Fortitude 19, Reflex 19, Will 21			
Speed 6			
Bone Khopesh (At-Will, Standard) <i>Weapon</i>			
+10 vs. AC, 2d8+4 damage			
Shadow Kings Order (Encounter, Standard) <i>Healing</i>			
Ranged 15; one ally within range makes a melee basic attack (as a free action) and regains 10 hit points on a hit or 4 hit points on a miss.			
Vengeance of the Shadow King (Encounter, Standard)			
Range 20, +9 vs. Will, 3d8+4 Psychic Damage, victim is blinded (Save Ends)			
Alignment Evil		Languages Common	
Skills Insight +11, Intimidate +10, Religion +11			
Str 11 (+3)	Dex 13 (+3)	Wis 18 (+6)	
Con 15 (+4)	Int 15 (+4)	Cha 16 (+5)	
Equipment: Bone Khopesh			

Description Ivory Triangle

Thief, Typical

Thieves on athas tend to seem like they are on tender hooks all the time. They always have to be alert as the penalties for thievery in most areas of Athas are very strict.

Typical Thief	Level 3 Lurker
Medium natural humanoid (human)	XP 150
Initiative +8; Senses Perception +6;	
HP 30; Bloodied 15;	
AC 17; Fortitude 17, Reflex 18, Will 17	

Speed 6
Bone Wrist Razor (At-Will, Standard) +8 vs. AC, 1d6+3 damage
Slight of Hand Strike (Encounter, Standard) +6 vs. Ref, 2d10+3 damage, Thief is granted combat advantage until the end of your next turn.
Backstab When the Thief has combat advantage over an enemy, he will do an extra 1d6 damage
Alignment Unaligned Languages Common
Skills Stealth +9, Thievery +9, Perception +6
Str 12 (+2) Dex 17 (+4) Wis 11 (+1)
Con 14 (+3) Int 14 (+3) Cha 14 (+3)
Equipment: Bone Wrist Razor

Tribal Raider

Tribal Raiders are nomadic raiders that attack villages, caravans or anything else they think they can find items of value in. They are usually made up of tight family groups of humans who have lived in the desert wilds for generations.

Tribal Raider	Level 5 Minion
Medium natural humanoid (human)	XP 50
Initiative +8 Senses Perception +3; HP 1, A Minion can never be hit by a missed attack AC 19; Fortitude 19, Reflex 21, Will 19 Speed 6	
Bone Long Sword (At-Will, Standard) +10 vs. AC, 7 Damage	
Long Bow (At-Will, Standard) Range 20/40, +8 vs. Ref, 7 damage	
Alignment Evil Languages Common	
Str 15 (+4) Dex 18 (+6) Wis 12 (+3)	
Con 12 (+3) Int 12 (+3) Cha 15 (+4)	
Equipment: Bone covered Hide, Bone Long Sword, Long bow, 6 arrows	

Id Fiend

The Id Fiend is a psionic predator who greatest weapon is its unique fear attack. The Id Fiends appears to be a giant lizard, much like a giant komodo dragon.

Id Fiend	Level 10 Solo Controller
Large aberrant beast (Psionic)	XP 2,500
Initiative +9 Senses Perception +10; HP 530; Bloodied 265; AC 26; Fortitude 28, Reflex 26, Will 29 Resist: 10 Psionic/Psychic Saving Throws +5 Speed 6 Action Points 2	
Claws (Standard, At-Will) +15 vs. AC, 1d8+5 damage Secondary – if the Primary attack hits, the Id Fiend makes a second claw attack as a free action	
Bite (Standard, At-Will) +15 vs. AC, 2d6+5 damage	
Blast of Fear (Standard, Encounter) Psionic, Fear <i>The Id Fiends blast of fear conjures up images from the deepest darkest depths of the victims subconscious, leaving them paralysed with fear and easy pickings for the Id Fiend, even once the effects have been shaken off, the victim still feels the effects of this insidious attack.</i> Blast 5, +12 vs. Will, Immobilized (Save Ends) Secondary Effect – Weakened (Save Ends)	
Psionic Blast (Standard, Recharge) Psionic	

Blast 5, +12 vs. Will, 3d8+5 Psionic Damage
Ego Whip (Standard, Encounter) Psionic Range 20, +14 vs. Will, 4d8+5 Psionic Damage, Victim left Stunned (Save Ends)
Mental Burst (Recharge when first bloodied, Immediate interrupt) Psionic As a reaction to a melee hit the Id Fiend can fire off a strong mental burst. Burst 4, +12 vs. Will, 3d6+5 Psionic Damage, All creatures in the burst are pushed 2 squares.
Alignment Unaligned Languages –
Skills Stealth +19, Perception +10
Str 14 (+7) Dex 18 (+9) Wis 10 (+5)
Con 18 (+9) Int 14 (+7) Cha 21 (+10)

Description Monstrous Compendium: Dark Sun

Tactics: Before going into combat Id Fiends will normally stalk its victims and attack with is fear attack. Once its victims are immobilized it will move in for the kill with its claws and bite.

If the victims recover from the fear attack before the id fiend has killed them, it has several powerful psionic attacks it can fall back on.

Lore

DC 15: Id Fiends are far more common at night than during the day.

DC 20: Id Fiends can be encountered in virtually any terrain in Athas; their high intelligence makes them very adaptable to strange terrains

DC 30: Some cultures believe that drinking the blood of an Id Fiend can increase one's psionic powers.

Inix

An inix is a large lizard that falls in between the Kank and Merkillot for sheer size. They weigh 2 tons and grow to about 16ft long.

The Inix primary lives on the Tablelands and Hinterlands of Athas.

Inix	Level 6 Brute
Huge Natural Beast	XP 250
Initiative +4, Senses Perception +4 HP 83; Bloodied 42; AC 18; Fortitude 19, Reflex 19, Will 18 Speed 7 Bite (standard; at-will) +9 vs. AC; 1d6+4 damage	
Tail Slap (standard, Encounter) Reach 2, +7 vs. Ref; 1d10+4, Victim Knocked Prone	
Crush (Standard, Recharge ☐ ☐) +7 vs. Fort, 3d6+3, Victim is Immobilized inside the Inix's mouth.	
Alignment Unaligned Languages –	
Str 19 (+7) Dex 13 (+4) Wis 13 (+4)	
Con 13 (+4) Int 10 (+3) Cha 10 (+3)	

Description See Dark Sun

Tactics: Inix will normally open up combat by attack with its tail, attempting to knock opponents prone. It will then move to kill the nearest foe with its powerful jaws.

Lore

A character with Nature skill will know the following about the inix.

DC 15: An Inix can make a spirited mount, but they need large amounts of vegetation and water to survive.
DC 25: Inix Shells make very good armour, while there soft underhide can be made into a very supple leather mesh.

Jalath'Gak

These are enormous winged insects with wingspans of nearly 20ft. Their head is long and narrow so that it can fit into tight areas to collect food and nectar.

Jalath'Gak	Level 12 Skirmisher
Medium natural beast (Insect)	XP 700
Initiative +14; Senses Perception +6; HP 126; Bloodied 63; AC 26; Fortitude 30, Reflex 30, Will 26 Speed 4, fly 12 (altitude limit 3)	
Claw (At-Will, Standard) +17 Vs AC, Damage	
Bite (At-Will, Standard) +17 Vs AC, damage	
Blood Drain (Encounter, Standard) Requires Combat advantage, +15 vs. Fort, Damage, the Jalath'Gak recovers 31 hitpoints	
Stink Cloud (Encounter, Standard) Burst 6, +13 vs. Fort, 3d8+5 Damage, Stink forces people to gag and become disorientated, victims are dazed (Save Ends)	
Alignment Unaligned	Languages Pheromones
Str 12 (+8)	Dex 23 (+12) Wis 10 (+6)
Con 22 (+12)	Int 4 (+3) Cha 15 (+8)

Description Thri-Kreen of Athas

Tactics: the Jalath'Gak will normally attack with its Mandibles and Claws first, once the opponent has been weakened it will attempt to grapple and drain the blood from its prey.

Lore

DC 15: These creatures do not have a hive mind; they do not care for their eggs or there young.

DC 20: Swarms of up to 30 of these creatures have been the bane of the herdsman's existence for many years.

DC 25: attempts to harness these creatures for flight have been spectacularly unsuccessful.

DC 30: Thri-Kreen in the distant north have found a way to domesticate these beasts.

Jhakar

Jhakar are powerful, reptilian predators resembling a scaled bulldog. Their hide is thick and wrinkled, they have four stubby, muscular legs and a short stumpy tail.

Jhakar	Level 3 Soldier
Medium natural beast	XP 150
Initiative +5 Senses Perception +7; low-light vision HP 47; Bloodied 33 AC 17; Fortitude 15, Reflex 15, Will 12 Speed 7	
@ Bite (standard; at-will) +8 vs. AC; 1d6 + 3 damage, or 2d6 + 3 damage against a prone target.	
# Clamping Jaws (immediate reaction, following a bite attack that knocks a target prone) +8 vs. AC; the target is grabbed (until escape). A grabbed	

target takes ongoing 5 damage from the jhakar's jaws until it escapes. The Jhakar cannot make any other attacks while grabbing a creature.

Combat Advantage

The Jhakar gains combat advantage against a target that has one or more of the jhakar's allies adjacent to it. If the Jhakar has combat advantage against the target, the target is also knocked prone.

Alignment

Unaligned

Languages

–

Str 16 (+4)

Dex 14 (+3)

Wis 12 (+2)

Con 14 (+3)

Int 3 (-3)

Cha 10 (+1)

Description: Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Jhakar are renowned for their ferocious attacks and their tenacity and single-minded tactics. If they hit somebody in melee they will stay on that one victim, ignoring all other attacks, they will attempt to grapple the victim and then shake them violently in an attempt to kill them.

Lore

DC 15: Wild Jhakar will hunt man or elf as readily as it hunts any other beast.

DC 20: Jhakar are often domesticated as hunting or guard beast.

Jozhal

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

Jozhal	Level 4 Elite Lurker
Small Magical beast	XP 350
Initiative +7; Senses Perception +4; HP 78; Bloodied 39 AC 20; Fortitude 16, Reflex 18, Will 18 Saving Throws: +2 to all saving throws Speed 9 Action Points: 1	
Claws (Standard, At-Will) +9 vs. AC, 1d6+4 damage	
Bite (Standard, At-Will) +9 vs. AC, +1d10+4 damage	
Psionic Blast (Standard, Recharge ☐ ☐) ♦ Psychic +7 vs. Will, 3d8+4 Psychic Damage, Dazed (Save Ends)	
Ego Whip (Standard, Encounter) ♦ Psychic +7 vs. Will, 3d6+4 Psychic Damage, Stunned (Save Ends); Miss: Half Damage	
Alignment Unaligned	Languages Jozhal
Skills: Stealth +15	
Str 12 (+3)	Dex 13 (+3) Wis 15 (+4)
Con 15 (+4)	Int 15 (+4) Cha 18 (+6)
Equipment: Various Trinkets, the occasional magic item	

Description Dark Sun

Tactics Generally speaking the Jozhal prefers to avoid combat, usually attempting to flee before combat can take place. They will use their stealth/camouflage

abilities to try and hide. If a pursuer should get too close without actually seeing the Jozhal, they will attack. They will always use their magic and psionics as a preference to melee combat.

Lore

DC 15: Jozhal live in small family groups of four to five creatures.

DC 20: Jozhal are very intelligent creatures that view humanoids as foolish, and they will rarely tolerate them.

DC 25: Jozhal are attracted to magic items and will go to great lengths to sneak into a camp and steal such items.

Kalin

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottled brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles that look to be able to snap a dray in half. Its sharp-edged forward limbs can make deadly slashing attack, and the kalin are equally at home on horizontal or vertical surfaces.

Kalin	Level 15 Lurker
Large Natural Beast (insect)	XP 1200
Initiative +17 Senses Perception +7;	
HP 109; Bloodied 54;	
AC 29; Fortitude 32, Reflex 33, Will 31	
Speed 9, climb (spider climb) 4	
Slashing Limb (at-Will, Standard)	
+20 vs. AC, 2d8+6 Damage	
Mandible Crush (Recharge 6, Standard)	
+18 vs. Fort, 4d8+6 Damage,	
Grapple (Encounter, Standard)	
+20 vs. AC, 3d10+6 damage, victim Grabbed, 10 ongoing damage until victim escapes.	
Alignment Unaligned	Languages –
Str 21 (+12)	Dex 23 (+13) Wis 10 (+7)
Con 13 (+8)	Int 4 (+4) Cha 19 (+11)

Description City by the Silt Sea

Tactics: the Kalin will attempt to grapple opponents in its Mandibles, once done it will attack with its mandible crush and slashing sword-like limbs until the creature is dead. Once it has a creature in its grasp it will ignore all other enemies.

Lore

DC 20: Kalin are a subterranean creature.

DC 25: Kalin can be tame for mounts. It is common with the Dray Templars to do this.

Kank

The Kank is a large docile insect that is commonly used as a mount by the peoples of the Tablelands and hinterlands. They are covered in a black chitin exoskeleton, and consist of 3 sections, the head, thorax and abdomen.

Kank, Domestic

Kank, Domestic	Level 2 Brute
Large Natural Beast (Insect)	XP 125
Initiative +3, Senses Perception +3	

HP 47; Bloodied 23;		
AC 14; Fortitude 17, Reflex 16, Will 16		
Speed 7		
Pincers (standard; at-will)		
Reach 2, +5 vs. AC; 1d10+3 damage		
Poison Bite (Standard, Recharge 6 ☐ ☐) ♦ Poison		
+3 vs. Fort; Immobilized, Save Ends		
Alignment Unaligned	Languages –	
Str 13 (+2)	Dex 14 (+3)	Wis 14 (+3)
Con 17 (+4)	Int 10 (+1)	Cha 10 (+1)

Description See Dark Sun

Tactics: A kank will normally attack with its pincers first in an attempt to disable their attacker.

Lore

DC 15: Kanks are often used as mounts in Caravans, because they can travel for a full day at top speed before needing a rest.

DC 20: Kanks sometimes secrete melon-sized goblets of a sweet honey. Humanoids can live exclusively on this nectar for up to 3 weeks before needing real food.

DC 25: Kank flesh is inedible.

DC 30: Kank chitin can be fashioned into armour, but its brittle nature means it breaks easily.

Kank, Wild

Not all Kank's are maintained by herdsman, many herds of Wild Kank roam across the tablelands.

Wild Kank	Level 3 Brute
Large natural beast (insect)	XP 150
Initiative +3 Senses Perception +3;	
HP 57; Bloodied 28;	
AC 15; Fortitude 18, Reflex 17, Will 17	
Speed 7	
Pincers (standard; at-will)	
Reach 2, +6 vs. AC; 1d10+3 damage	
Poison Bite (Standard, Recharge 6 ☐ ☐) ♦ Poison	
+3 vs. Fort; Immobilized, Save Ends	
Pincer Grapple (Standard, Encounter)	
Reach 2, +6 vs. AC, 3d6+3 Damage, Victim Grabbed, 3 ongoing damage, breaking the grapple ends	
Alignment Unaligned	Languages –
Str 14 (+3)	Dex 14 (+3) Wis 14 (+3)
Con 17 (+4)	Int 10 (+1) Cha 10 (+1)

Description Monstrous Compendium: Dark Sun

Lore

DC 15: Wild Kanks are bigger and a little more aggressive than the Domestic Variety. They can become very aggressive in the large herds that roam the tablelands.

Kes'trekel

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

Kes'trekel are fairly scrawny in appearance, with black plumage graying from the constant exposure. The only spot of appreciable color is found on the head, where the vivid crimson stands out like the blood it resembles. Standing barely a foot tall on

short, taloned feet, kes'trekel are extremely vulnerable on the ground. In the air however, their 3-foot wingspan is more than enough to carry it aloft.

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

Kes'trekel Small natural beast (Avian)	Level 2 Minion XP 31	
Initiative +6 Senses Perception +7; HP 1, Minions are never hit by a missed attack AC 16; Fortitude 16, Reflex 17, Will 15 Speed Fly 12		
Bite (At-Will, Standard) +7 vs. AC, 5 damage		
Swoop (At-Will, Standard) Move 6, +5 vs. Ref, 5 damage, then fly up to 6 more squares.		
Alignment Unaligned	Languages –	
Skills Perception +7		
Str 15 (+3)	Dex 17 (+4)	Wis 13 (+2)
Con 12 (+2)	Int 4 (-2)	Cha 10 (+1)

Kes'Trekel Flock

Kes'trekel Flock		Level 2
Small natural beast (Avian, Swarm)		Skirmisher XP 125
Initiative +6 Senses Perception +7; HP 36 Bloodied 18; AC 16; Fortitude 16, Reflex 17, Will 15 Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks Speed Fly 12		
Bite (At-Will, Standard) +7 vs. AC, 1d6+3 damage		
Swoop (At-Will, Standard) Move 6, +5 vs. Ref, 1d6+3 damage, then fly up to 6 more squares.		
Flock Assault (Encounter, Standard) Blast 5, +5 vs. Ref, 2d10+3 damage, Victims knocked prone, Flock shifts 5 squares in the direction of the blast		
Move Into an Enemies Space A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.		
Travel Through Tight Spaces A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the <i>Player's Handbook</i> for squeezing rules.		
Alignment Unaligned		Languages –
Skills Perception +7		
Str 15 (+3)	Dex 17 (+4)	Wis 13 (+2)
Con 12 (+2)	Int 4 (-2)	Cha 10 (+1)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Kes-Trekel are little more than a nuisance by themselves, but in flocks they become aggressive and territorial. They will attack nearly anybody coming into their lands.

Lore

DC 15: When defending their home regions, kes'trekel cooperate as a flock, raining a veritable torrent of pecks and scratches upon any who dare invade.

DC 20: Kes'trekel congregate in flocks. Adopting mates only long (enough to reproduce. A female lays 3ñ6 eggs each year. She stays with the nest for one month until the eggs hatch and two more months while the young mature.

DC 25: Kes'trekel flocks are not migratory, preferring to inhabit their particular region for centuries if the elements allow. The nests they build in the available crags and trees are temporary, used but once per set of offspring.

DC 30: Kes'trekel detect prey with a dual combination of senses. The stench of death carries far across the blistering desert winds. Kes'trekel olfactory glands are more than adequate to pick up the scent. Once airborne, they depend on keen eyesight to locate their decaying meals. Some barbaric customs in the Ringing Mountains involve eating the eyes of recently dead kes'trekel to imbue the consumer with better vision. Such rituals are ineffective, but sometimes myth and tradition are stronger than logic.

Kirre

The Kirre is probably the most vicious of all Athas's forest predators. The resemble a large tiger in most ways except it has 8 legs, large horns on each side of its head, and elongated canine teeth.

The Kirre's natural colouration is brown and grey striping in much the same pattern as a tiger is striped. The exception is its face, where it's fur gets darker, into a dark grey. Its eyes are a brilliant yellow, and stand out vividly against the Dark grey background.

Kirre		Level 12 Elite
Large natural beast		Skirmisher XP 1,400
Initiative +14; Senses Perception +9; darkvision, low-light vision HP 282; Bloodied 141 AC 28; Fortitude 27, Reflex 32, Will 29 Saving Throws +2 Speed 8, climb 6 Action Points 1		
@ Claw (standard; at-will) +17 vs. AC; 2d6+5 damage.		
# Bite (standard; at-will) +17 vs. AC; 1d8+5, or 2d6+5 damage against a prone target.		
# Horn Gore (standard; at-will) +17 vs. AC; 1d8+5, or 2d6+5 damage against a prone target.		
# Rake (standard; at-will) The Kirre makes two claw attacks. If both claws hit the same target, the Kirre makes a secondary attack against the target. <i>Secondary Attack:</i> +17 vs. AC; 1d8+5 damage.		
# Ferocious Pounce (standard; recharge 5,6) The kirre shifts four squares, ignoring difficult terrain, and rakes the target. On a hit, the target is knocked prone, and the kirre can make a bite attack and a horn gore attack against the target.		
# Lashing Tail (immediate reaction, when an enemy moves or shifts into a square adjacent to the Kirre; at-will)		

+17 vs. AC; 2d6+5 damage, and the target is knocked prone.		
£ Predatory Thoughts (standard; encounter) ♦ Psychic		
The kirre imparts its predatory urges to its prey; close blast 4; +15 vs. Will; 3d10+6 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.		
£ Telekinetic Blast (standard; encounter) ♦ Force		
Close blast 5; +13 vs. Fort; 4d8+6 force damage, and the target is pushed 3 squares.		
Evasive (minor; at-will)		
The kirre shifts 1 square.		
Alignment Unaligned Languages –		
Skills Athletics +x, Stealth +x		
Str 16 (+9)	Dex 22 (+12)	Wis 17 (+9)
Con 17 (+9)	Int 4 (+3)	Cha 12 (+7)

Description: Monstrous Compendium: Dark Sun

Tactics: the Kirre will usually try to stalk its prey and determine its strengths before determining a course of action. If an opponent seems strong it will opt with its psionic attacks and then fall back on its claws and bite. If the opponent looks weak or the Kirre is unsure it will attack with its bite and claws and resort to its natural psionics if necessary.

Lore

DC 15: Many of the forest tribes see hunting Kirre as part of a right of passage.

DC 20: Kirre are solitary creatures until the approach of mating season, at which time males and females will join into pairs and travel and hunt together.

DC 25: The meat of a Kirre is some of the finest cuisine on Athas, and it is very sought after by the rich and powerful.

Klar

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

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

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

Klar	Level 13 Elite
Large natural beast (Psionic)	Brute
	XP 1,600
Initiative +10 Senses Perception +7; HP 316; Bloodied 158; AC 25; Fortitude 31, Reflex 29, Will 29 Saving Throws +2	

Speed 6		
Action Points 1		
Claw (at-Will, Standard)		
+16 vs. AC, 2d8+6 damage		
Bite (At-Will, Standard)		
+16 vs. AC, 3d6+6 damage		
Crushing Hug (Encounter, Standard)		
+16 vs. AC, 4d8+6 damage, victim is grabbed, 5 ongoing damage until escape.		
Psychic Crush (Recharge When First Bloodied, Standard)		
<i>Psychic</i>		
Range 20, +14 vs. Will, 4d10+6 psychic damage		
Alignment Evil		Languages –
Skills Intimidate +12		
Str 22 (+12)	Dex 19 (+10)	Wis 12 (+7)
Con 18 (+10)	Int 7 (+4)	Cha 19 (+10)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: In combat the Klar prefer to use their psionics first and then move into melee slashing with its claws and attempting to crush its victims.

Lore

DC 25: The klar is not particularly territorial. It is confident enough to know it can find a home anywhere in the mountains by killing other cave dwellers.

In the first several years of a klar's life, its intense psionic potential tends to overpower its young, untrained mind. An adolescent klar occasionally annihilates its own brain. As a result, the klar grow particularly fierce when trespassers invade while the young are maturing. The klar fears that moving the den will upset the youth.

DC 30: Most creatures prefer to avoid klar caves for obvious reasons. Those that are brave enough to face a klar, and powerful enough to slay it, can earn quite a sum by taking the skin to a tanner. The klar's fur, though less effective when not actually attached to the user, is slightly better than most hide armor. Its chitinous shell is impossible to shape without magical aid and is of little use.

Krag

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

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

Krag	Level 11 Solo
Medium natural animate (elemental, undead)	Controller
	XP 3000
Initiative +9 Senses Perception +10; HP 570; Bloodied 285;	

AC 27; Fortitude 29, Reflex 27, Will 30
Immune Own Elemental Type; **Resist** Arcane 5;
Vulnerable Opposed Elemental Type (+5 damage)
Saving Throws +5
Speed 6
Action Points 2

Claws (at-Will, Standard) *Elemental*

+16 vs. AC, 2d6+5 Elemental Damage

Elemental Blast (Recharge When First Bloodied, Standard)
Divine, Elemental

Blast 5, +13 vs. Ref, 3d8+5 elemental damage

Elemental Transfusion (Recharge 5,6, Standard) *Divine, Elemental*

Bite attack that poisons the enemies' blood with the Krag's element. If the victim dies from this attack, they will be resurrected as a Kragling.

+15 vs. Fort, 4d8+5 elemental damage, 5 points on going elemental damage (Save Ends)

Telekinetic Assault (Encounter, Standard) *Psionic*

+15 vs. Fort, 3d8+5 psionic damage, victim is knocked prone

Alignment Chaotic Evil **Languages** –

Skills Religion +15

Str 15 (+7) **Dex** 18 (+9) **Wis** 21 (+10)

Con 18 (+9) **Int** 16 (+8) **Cha** 12 (+6)

Description City by the Silt Sea

Tactics: Krag's are intelligent enough to alter their tactics based on the foe they are facing.

Lore

DC 30: Krag's are a rare form of undead created when a cleric dies in an element that diametrically opposes their own element.

Kragling

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

Kragling **Level 5 Minion**
Medium natural animate
(elemental, undead) XP 50

Initiative +7; **Senses** Perception +2;

HP 1, Minion can never be hit by a missed attack

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 17

Speed 6

Claws (At-Will, Standard)

+10 vs. AC, 5 damage

Elemental touch (At-Will, Standard)

+10 vs. AC, 7 elemental damage

Alignment Chaotic Evil **Languages** –

Str 18 (+6) **Dex** 16 (+5) **Wis** 11 (+2)

Con 13 (+3) **Int** 8 (+1) **Cha** 14 (+3)

Description City by the Silt Sea

DC 30: Kraglings are undead raised after dying from the Crag's Elemental Transfusion attack.

Kreel

Kreel's are large domesticated Eels that Lizard Folk use both as mounts and as a good source of food.

Their Colouration changes colour to match their background much like a Chameleon does. When near the surface of the ocean they turn a blue-green and their bellies white.

Kreel **Level 3 Brute**
Medium natural beast (Aquatic) XP 150

Initiative +6 **Senses** Perception +1;

HP 54; **Bloodied** 26;

AC 17; **Fortitude** 17, **Reflex** 18, **Will** 17

Speed swim 6

Bite (At-Will, Standard)

+8 vs. AC, 2d6+3 damage

Camouflage (Free Action, At-Will)

+5 to Stealth when on the bottom of a body of water.

Tail Wash (Encounter, Standard)

+6 vs. Ref, 3d8+3 damage, victim is stunned (Save Ends) while stunned you are at risk of drowning.

Alignment Unaligned

Languages –

Skills Stealth +9

Str 14 (+3) **Dex** 17 (+4) **Wis** 10 (+1)

Con 14 (+3) **Int** 8 (+0) **Cha** 14 (+3)

Description Mind Lords of the Last Sea

Tactics: The Kreel are peaceful animals and only fight to defend themselves. They are incapable of using group tactics to fend off predators and tend to rely on their camouflage to hide instead.

Lore

DC 15: Lizard Folk have domesticated the Kreel for mounts.

DC 20: these beasts live only in the Last Sea

Life Shaped Creations

Life Shaped creations are living constructs; some even have the smallest amount of independent intelligence. Life-shaping is a science that is practiced by the halflings of the Rhul-Thaun.

Ber-ethern

Ber-Ethern or Breeze Sprites are the smallest of the windriding mounts. They are insectoid flyers with room to carry a single halfling rider and 25lbs of cargo.

Ber-Ethern **Level 4 Skirmisher**
Medium Aberration Beast XP 175

Initiative +8 **Senses** Perception +2;

HP 55; **Bloodied** 27;

AC 18; **Fortitude** 18, **Reflex** 20, **Will** 18

Speed 2, Fly 15

Buffeting Charge (At-Will, Standard)

+7 vs. AC, 1d6+4 damage

Poisonous Stinger

+5 vs. Fort, 3d6+3 poison damage, 3 ongoing damage and victim is Stunned (Save Ends)

Alignment Unaligned

Languages –

Str 12 (+3) **Dex** 18 (+6) **Wis** 10 (+2)

Con 15 (+4) **Int** 10 (+2) **Cha** 15 (+4)

Description Windriders of the Jagged Cliffs

Climbdog

These canine beasts have wide grasping paws and extremely flexible legs, allowing them to climb even the steepest of slopes. They are usually used to

accompany Rhul-Thaun Climbers, lending them the use of their keen senses.

Climbdog	Level 2 Soldier
Small Aberration beast	XP 125
Initiative +6 Senses Perception +11;	
HP 37; Bloodied 18;	
AC 18; Fortitude 16, Reflex 17, Will 15	
Speed 6, Climb 6	
Claw (At-Will, Standard)	
+9 vs. AC, 1d10+3 damage	
Bite (At-Will, Standard)	
+9 vs. AC, 2d6+3 damage	
Sacrificial Attack (Immediate Interrupt, Encounter)	
The Climb Dog can move up to 3 squares to take a blow for its master.	
Heightened Senses	
Due to an almost supernaturally heightened sense of Smell, Sight and hearing, the climb dog has a +5 to perception and athletics checks.	
Alignment Unaligned	Languages –
Skills Athletics +14, Perception +11	
Str 15 (+3)	Dex 17 (+4) Wis 10 (+1)
Con 13 (+2)	Int 6 (-1) Cha 13 (+2)

Description Windriders of the Jagged Cliffs

Darkstrike

These guardians look like snakes with bulbous nodules at the end of there serpentine bodies. There secrete an adhesive allowing them to be stuck in doorways etc, where their dark flesh allows them to blend into shadows.

Darkstrike	Level 2 Lurker
Small Aberration Beast	XP 125
Initiative +8; Senses Perception +7; Motion Sense	
HP 38; Bloodied 19;	
AC 16; Fortitude 16, Reflex 17, Will 16	
Immune: Blinding	
Speed 0	
Poisonous Bite (At-Will, Standard) Poison	
+7 vs. AC, 1d6+3 poison damage, 2 ongoing poison damage	
Meld Into Shadows (Free, At-Will)	
+5 to stealth when placed in shadows.	
Sense Motion (Free, At-Will)	
The Darkstrike can “see” even in absolute darkness, much like a bat, they can detect and motion in a room with them and form and sort of mental image.	
Alignment Unaligned	Languages –
Skills Stealth +9 (+14 in Shadow), Perception +7	
Str 10 (+1)	Dex 17 (+4) Wis 14 (+3)
Con 14 (+3)	Int 10 (+1) Cha 10 (+1)

Description Windriders of the Jagged Cliffs

Dhev-sahr

The Dhev-sahr is the only land based mount made by the Rhul-Thaun life—shapers. It is a mammalian, hair covered beast, with a head similar to that of a camel. They can move quite quickly n an awkward gallop. They can easily carry two halflings.

Dhev-Sahr	Level 4 Brute
Large Aberration Beast	XP 175
Initiative +4; Senses Perception +4;	
HP 62; Bloodied 31;	
AC 16; Fortitude 20, Reflex 18, Will 18	
Speed 9	

Bite (At-Will, Standard)		
+7 v AC, 2d8+4 damage		
Trample (Encounter, Standard)		
Dhev-Sahr charges up to 9 squares, +5 vs. Ref, 3d8+4 damage, target is knocked prone		
Alignment Unaligned	Languages –	
Str 18 (+6)	Dex 15 (+4)	Wis 10 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 15 (+4)

Description Windriders of the Jagged Cliffs

Con-evauth

The Con-evauth (or Soar Whale) are huge balloon shaped creatures, able to keep themselves aloft on wind currents. halfling will normally ride these creatures via a gondola attached to the bottom of it. These gondolas can normally hold up to 8 halflings.

Con-Evauth	Level 9 Brute
Huge Aberration Beast	XP 400
Initiative +7 Senses Perception +7;	
HP 120; Bloodied 60;	
AC 21; Fortitude 26, Reflex 24, Will 24	
Speed 1, fly 6 (altitude limit 5)	
Halfling Defenders	
The Con-Evauth has no means of attack or defence itself and relies on the Halflings that use t as transport for defence.	
Alignment Unaligned	Languages –
Str 20 (+9)	Dex 17 (+7) Wis 17 (+7)
Con 20 (+9)	Int 10 (+4) Cha 10 (+4)

Description Windriders of the Jagged Cliffs

Protector

Protectors are feline guardians who can flawlessly determine a threat to those they are meant to protect. They can recognise an intruder and attack them, allowing their charge to safely escape.

Protector	Level 3 Brute
Medium Aberration Beast	XP 150
Initiative +3; Senses Perception +4;	
HP 55; Bloodied 27;	
AC 15; Fortitude 17, Reflex 17, Will 18	
Speed 6	
Bite (At-Will, Standard)	
+6 vs. AC, 2d6+3 damage	
Claws (At-Will, Standard)	
+6 vs. AC, 1d10+3 damage	
Pouncing Assault (Encounter, Standard)	
Leap 2 squares, +4 vs. Ref, 3d8+3 damage, victim knocked prone	
Alignment Unaligned	Languages –
Skills Insight +9	
Str 14 (+3)	Dex 14 (+3) Wis 17 (+4)
Con 14 (+3)	Int 4 (-2) Cha 10 (+1)

Description Windriders of the Jagged Cliffs

Shieldbug Swarm

Shieldbugs are wasp like guardians that are generally used as swarms. They will swarm around their charge taking hit son their behalf.

Shieldbug Swarm	Level 1 Soldier
Tiny Aberration Beast	XP 100
Initiative +2 Senses Perception +0;	
HP 32; Bloodied 16;	
AC 17; Fortitude 15, Reflex 14, Will 14	

Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks
Speed 6
Swarming Assault (At-Will, Standard) Burst 1, +8 vs. AC, 1d10+3 damage
Provide Cover (Immediate Interrupt, Recharge 5,6) The Shieldbug can move to provide cover to an ally; The ally receives total cover as the swarm of bugs block the target from sight.
Shielding Presence (Immediate Interrupt, At-Will) The Shieldbug can make save, n a successful save they take the blow in place of their master.
Obscure Vision (Encounter, Standard) Burst 1, +5 vs. Will, All targets in area are blinded with bugs flying around their faces.
Move Into an Enemies Space A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.
Travel Through Tight Spaces A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the <i>Player's Handbook</i> for squeezing rules.
Alignment Unaligned Languages –
Str 12 (+1) Dex 13 (+1) Wis 10 (+0)
Con 16 (+3) Int 4 (-3) Cha 13 (+1)

Description Windriders of the Jagged Cliffs

Yihn-efian

Yihn-eflan or Gust-Climbers are larger than the Breeze Sprites, but much smaller than the Soar Whales. They are avian creatures with huge wings; they have feathered bodies and the head of a predatory bird.

They can carry between 1 and 3 riders or 1 rider and up to 200lbs of cargo. These are the typical mounts of choice in combat for the Rhul-Thaun.

Yihn-efian	Level 6 Soldier
Large Aberration Beast	XP 250
Initiative +9 Senses Perception +3; HP 73; Bloodied 36; AC 22; Fortitude 21, Reflex 22, Will 20 Speed fly 9 (altitude limit 5) Talons (At-Will, Standard) +13 vs. AC, 1d10+4 damage Dive Bomb (Encounter, Standard) +11 vs. Ref, 3d8+4 damage	
Alignment Unaligned Languages –	
Str 11 (+3) Dex 19 (+7) Wis 10 (+3)	
Con 17 (+6) Int 4 (+0) Cha 15 (+5)	

Description Windriders of the Jagged Cliffs

Lirr

The lirr is a large, warm-blooded reptile that resembles a large lion. It possesses bright, multi-colored plumage that it uses for silent communication. The lirr has a long, sleek, dark gray body. Its scales are small and fine, almost like those of a snake's. Around its neck and at the end of its tail sit rings of a web like membrane. Colored brilliant red, yellow, and

orange, these rings normally lie flat against the creature's scales. When prey is sighted, however, the membrane fills with air, puffing up to alert other lirr that quarry is nearby. The lirr's four muscular legs grant a powerful spring, giving it the ability to outrun most prey.

Lirr	Level 6
Medium natural beast	Controller XP 250
Initiative +7; Senses Perception +5; HP 75; Bloodied 37; AC 22; Fortitude 22, Reflex 22, Will 20 Speed 6, Leap 8 Claw (At-Will, Standard) +11 vs. AC, 1d6+4 damage Bite (At-Will, Standard) + 11vs AC, 1d10+4 damage Roar (Standard, Encounter) Thunder Blast 8, +8 vs. Will, 3d8+4 Thunder Damage, Victims in area are Stunned (Save Ends)	
Alignment Unaligned Languages –	
Str 12 (+3) Dex 18 (+7) Wis 14 (+5)	
Con 19 (+7) Int 10 (+3) Cha 10 (+3)	

Mountain Lirr

Mountain Lirr	Level 7
Medium natural beast	Controller XP 300
Initiative +7; Senses Perception +5; HP 83; Bloodied 41; AC 23; Fortitude 23, Reflex 23, Will 21 Speed 6, Leap 8 Claw (At-Will, Standard) +12 vs. AC, 1d8+5 damage Bite (At-Will, Standard) + 12 vs. AC, 2d6+5 damage Roar (Standard, Encounter) Thunder Blast 8, +9 vs. Will, 3d10+5 Thunder Damage, Victims in area are Stunned (Save Ends)	
Camouflage When in mountainous terrain the Mountains Lirr gains a +5 to stealth.	
Alignment Unaligned Languages –	
Skills Stealth +12 (+17 in Mountains)	
Str 12 (+3) Dex 18 (+7) Wis 14 (+5)	
Con 19 (+7) Int 10 (+3) Cha 10 (+3)	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: The lirr's first offensive move is not to slice its target with claws or teeth, but to render its victims immobile. Once aware of a potential meal, the lirr lets go with a forceful roar. The roar of a lirr leaves victims in the blast area stunned and unable to defend them selves.

When needed, the lirr is capable of leaping great distances, over ridges and up to ledges. With a running start, a lirr has a vertical leap of 15 feet or horizontal leap of 30 feet.

Lore

DC 15: Lirr live and hunt in packs. Males hunt and females raise the young, but both genders protect the pack as a whole. When food and water are scarce, though, the lirr are intelligent enough to split up. Lirr that are not currently parenting offspring leave the

region in search of better sources of sustenance.
DC 20: Lirr packs are exceptionally quarrelsome. Particularly intelligent quarry might be able to escape one pack by leading pursuers into the lair of another.

Mastyrial

The mastyrial lives in the desert regions of Athas, spending most of its time hibernating beneath the sands. It resembles an oversized scorpion. The creature propels itself using its six legs and has large jagged claws and a tail that makes up most of its length. The mastyrial is deep brown to orange-red and has a striped pattern on its back that resembles drifting sand when viewed from a distance. This affords the beast a form of camouflage if gusting wind uncovers its top while in a deep state of sleep. The mastyrial sometimes lacks any pigment at all. The mastyrial has two areas of darker skin on its head that resemble eyes. Its real eyes are smaller and farther forward on the creature's head. The mastyrial spends most of its life underground and relies on its other senses, particularly its hearing. Similar to bats, the mastyrial emits clicking sounds that allow it to determine the direction and distance of the nearest prey. Other than the clicking sounds and the sounds made when in motion, this fell beast is completely silent and seems almost supernatural in combat.

Desert Mastyrial

Desert Mastyrial	Level 12
Medium natural beast	Lurker XP 700
Initiative +11; Senses Perception +15; HP 90; Bloodied 45; Bloodied Regeneration AC 26; Fortitude 30, Reflex 29, Will 28 Resist Damage 5; Speed 7	
Pincers (At-Will, Standard) +17 vs. AC, 3d6+5 damage	
Bite (At-Will, Standard) +17 vs. AC, 2d6+5 damage	
Poisoned Tail Strike (Encounter, Standard) +15 vs. Fort, 4d8+5 Poison Damage, 5 Ongoing Poison Damage, Victim Weakened (Save Ends)	
Bloodied Regeneration (Encounter, Free) When first bloodied the Mastyrial makes a free basic melee attack, a successful hit gives the creature 22 hitpoints back.	
Alignment Unaligned Languages – Skills Perception +15, Stealth +16 Str 13 (+7) Dex 20 (+11) Wis 18 (+10) Con 22 (+12) Int 4 (+3) Cha 10 (+6)	

Black Mastyrial

The black mastyrial makes its home in the mountainous regions of Athas. Black mastyrials are similar to mastyrials, but they are only 3 feet long. They are social creatures, living in small packs or communities. These beasts are believed to have originally been separated from their kin and survived underground for thousands of years. They are blind and have no apparent visual organs. Their color ranges from black to light brown. The carapace of the black mastyrial is ridged and bony,

and when completely motionless and low to the ground, it resembles rock. There are enormous, gnarled mandibles to either side of the black mastyrial's mouths. So strong are these appendages that they can be used to cut stone and rock. These beasts can tunnel into stone and rock to protect themselves from the elements and the few creatures that are their enemy.

Black Mastyrial	Level 8 Elite
Medium natural beast (Psionic)	Lurker XP 700
Initiative +8; Senses Perception +9; HP 148; Bloodied 74; Bloodied Regeneration AC 24; Fortitude 25, Reflex 24, Will 23 Resist Damage 5; Saving Throws +2 Speed 6 Action Points 1	
Pincers (At-Will, Standard) +13 vs. AC, 2d8+5 damage	
Bite (At-Will, Standard) +13 vs. AC, 2d6+5 damage	
Poisoned Tail Strike (Recharge 5,6, Standard) +11 vs. Fort, 3d10+5 Poison Damage, 5 Ongoing Poison Damage, Victim Weakened (Save Ends)	
Bloodied Regeneration (Encounter, Free) When first bloodied the Mastyrial makes a free basic melee attack, a successful hit gives the creature 37 hitpoints back.	
Id Insinuation (Encounter, Standard) Range 15, + vs. Will, Psionic Damage, victim is stunned until the end of the Mastyrial's next turn.	
Alignment Unaligned Languages – Skills Perception +9, Stealth +13 Str 13 (+5) Dex 18 (+8) Wis 10 (+4) Con 20 (+9) Int 4 (+1) Cha 16 (+7)	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Mostly, the mastyrial lies asleep in a state of hibernation. But if the creature detects prey within striking distance, it bursts from its resting place and attacks. The victim is easily detected if moving across the sand as the mastyrials' hearing can detect the distance and direction of a victim below ground more accurately than above ground. The first attack made by a submerged mastyrial is usually a surprise attack, however the beast gets no tail attack during the first round because it is the last part of the creature to emerge.

Lore

DC 15: Mastyrials are solitary creatures and are generally found in small groups of 1-3. They tend to live underground or in crevasses or ruins.

DC 20: The male of the species is smaller than the female. Mastyrials mate just once in their lives. After mating, the female stings the male with its venom and ingests him. The male makes no attempt to escape even if the sting

DC 25: The mastyrial's natural diet usually consists of giant spiders, giant ants, and other giant versions of Athasian insects and arachnids. The mastyrial acts as a form of pest control in the deserts of Athas. The beast rarely eats anything that it didn't kill and never eats

the carcass of any animal that was killed more than an hour prior.

DC 30: warriors for its protective qualities and its ventilation value the chitinous shell of the mastyril. The shell is frequently used as material in shields and armor. The poison is also highly sought by both defilers and assassins.

Megapede

Megapedes are massive centipedes that roam the sandy wastes of Athas. They grow to a length of anything between 100 o 150ft.

Megapede	Level 10 Solo
Gargantuan natural beast (Insect, Psionic)	Lurker XP 2,500
Initiative +14; Senses Perception +5; HP 530; Bloodied 265; AC 26; Fortitude 28, Reflex 27, Will 28 Resist 5 Psionics; 10 damage Saving Throws +5 Speed 6 Actions Points 2	
Kick Attack (Standard, At-Will) <i>The Megapede kicks out with up to five of its legs, each time one connects, the next one gets to attack up to 5 times or until an attack misses.</i> +15 vs. AC, 2d6+5 damage, if successful, make a follow up attack against any victim adjacent, this can repeat to a maximum of 5 attacks.	
Poison Bite (Standard, Recharge 6) Poison <i>The Megapede massive maw is also a delivery system for its poisonous bite. The poison of a Megapede will cause the flesh around the wound to start to rot and die, causing the victim great pain and leaving a vicious scar.</i> +13 vs. Fort, 3d8+5 damage plus 5 ongoing damage (save ends) Secondary Victim is weakened (Save Ends)	
Project Force (Standard, Encounter) Psionic Blast 5, +11 vs. Will, 4d8+5 Psionic Damage, Victims knocked Prone	
Psionic Burst (Immediate Reactions, Recharge When First Bloodied) Psionic Burst 6, +11 vs. Will, 4d10+5 Psionic Damage, Victims Stunned (Save Ends)	
Alignment Unaligned Languages – Skills: Stealth +15	
Str 13 (+7)	Dex 21 (+10) Wis 10 (+5)
Con 18 (+9)	Int 4 (+2) Cha 18 (+9)

Description Monstrous Compendium: Dark Sun

Tactics: A Megapede will submerge its self under loose sand to hide from opponents, once the target is in striking distance it will launch from its hiding spot attacking with its claws and bite.

Lore

DC 15: Megapedes are known to eat entire herds of Erdlu and Kank.

DC 25: The claws of a megapede can be used are Arrow and Quarrel tips and add a +1 to the damage rolls when used. This is not a magical bonus.

DC 30: Some assassin's harvest the poison of the Megapede to use on their weapons.

Merkilot

Mekillots are mighty riding lizards native to the tablelands and hinterlands areas of Athas. Mekillots have huge mound shaped bodies that can grow up to a length of 30ft.

Merkilot	Level 11 Brute
Gigantic Natural beast (Reptile)	XP 600
Initiative +8, Senses Perception +8 HP 133; Bloodied 65; AC 23; Fortitude 15, Reflex 18, Will 18 Speed 6	
Tongue Strike (standard; at-will) Reach 3, +7 vs. AC; 1d8+5 damage	
Swallow (Standard, Daily) +12 Vs Fort; 4d10+3 damage, Immobilized in creatures mouth	
Crush (Reaction to somebody getting to their underside) +12 Vs Ref, 4d8+5	
Alignment Unaligned Languages – Str 21 (+10) Dex 18 (+8) Wis 18 (+8) Con 13 (+6) Int 10 (+5) Cha 10 (+5)	
Description See Dark Sun	

Tactics: In combat a Merkilot can strike with its tongue with lightning speed. If an enemy works underneath the Merkilot in an attempt to attack its soft underbelly (AC 20), the beast will simply drop to its stomach, crushing who ever is underneath it.

Lore

A nature check will tell a PC about the Merkilot.

DC 15: Merkilotots have savage dispositions but there sheer size and endurance makes them excellent caravan beasts.

Mul

Mul are the result of cross breeding between dwarf and human. Sorcerer-Kings originally bred them for use in the Gladiatorial Arena's and for use as slaves; large numbers of Mul still serve this purpose today.

All Mul are born sterile and incapable of procreation, they can only be created by sorcerer kings and such with the use of human and dwarven slaves.

Bodyguard

Mul Bodyguard	Level 8 Minion
Medium natural humanoid	XP 88
Initiative +9; Senses Perception +7; HP 1, Minions are never hit by a missed attack AC 24; Fortitude 25, Reflex 23, Will 23 Speed 6	
Bone Mace (At-Will, Standard) +15 vs. AC, 9 damage	
Alignment Unaligned Languages Common Str 20 (+9) Dex 17 (+7) Wis 17 (+7) Con 14 (+6) Int 10 (+4) Cha 11 (+4)	
Equipment: Bone Mace, Hide Armour	

Gladiator

Mul Gladiator	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +2; HP 64; Bloodied 32; AC 16; Fortitude 20, Reflex 18, Will 18	

Speed 6
Scimitar (At-Will, Standard) <i>Weapon</i>
+7 vs. AC, 2d8+4 damage
Cut Their Legs Out (Standard, Encounter) <i>Weapon</i>
+5 vs. Fort, 3d10+4 Damage, The Target is Knocked Prone
Sand In the Eyes (Minor, Encounter)
+5 vs. Fort, the Target is Blinded (Save Ends)
Alignment Unaligned Languages Common
Skills Endurance +9, Intimidate +9
Str 18 (+6) Dex 15 (+4) Wis 10 (+2)
Con 14 (+4) Int 12 (+3) Cha 15 (+4)
Equipment: Obsidian Scimitar, Chitin Armour

Mul Kank Rider

Mul Kank Rider	Level 3 Soldier
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1;	
HP 46; Bloodied 23;	
AC 19; Fortitude 18, Reflex 17, Will 17	
Speed 6, See kank mount	
Bone Mace (At-Will, Standard) <i>Weapon</i>	
+10 vs. AC, 1d10+3 damage	
Charging Assault (Encounter, Standard) <i>Mount, Weapon</i>	
Charge 9 squares, +8 vs. Ref, 2d10+3 damage, Victim knocked prone.	
Trample Into The Ground (Encounter, Standard) <i>Mount</i>	
Move 5 squares, +8 vs. Ref, 3d6+3 damage, victim is knocked prone and immobilised (Save Ends)	
Alignment Unaligned	Languages Common
Skills Intimidate +8	
Str 17 (+6)	Dex 14 (+3)
Con 14 (+3)	Int 10 (+1)
	Wis 10 (+1)
	Cha 14 (+3)
Equipment: Bone Mace, Kank Mount	

Mul Slave Master

Mul Salve Master		Level 8 Brute (leader)
Medium natural humanoid		XP 350
Initiative +7 Senses Perception +4;		
HP 102; Bloodied 51;		
AC 20; Fortitude 23, Reflex 23, Will 22		
Speed 6		
Whip (At-Will, Standard) <i>Weapon</i>		
Reach 2, +6 vs. Ref, 3d6+5 damage		
Bone Short Sword (At-Will, Standard) <i>Weapon</i>		
+8 vs. AC, +11 vs. AC, 2d6+5 damage		
Entangling Lash (Encounter, Standard) <i>Weapon</i>		
Reach 2, +6 vs. Ref, 4d10+5 damage, Victim Immobilised (Save Ends)		
Lash and Blade (Encounter, Standard) <i>Weapon</i>		
Reach 2, +6 vs. Ref, 3d6+5 damage; a secondary attack can be made against any adjacent enemy +11 vs. AC, 2d6+5 damage.		
Alignment Evil		Languages Common
Skills Intimidate +11		
Str 17 (+7)	Dex 16 (+7)	Wis 10 (+4)
Con 12 (+5)	Int 10 (+4)	Cha 14 (+6)
Equipment: Master's Whip, Bone Short Sword, Leather Armour		

Wild Mul

Wild Mul are the Mul that have escaped from slavery to eek out a living in the deserts.

Wild Mul Warrior	Level 5
Medium natural humanoid	Skirmisher
	XP 200
Initiative +7; Senses Perception +8;	

HP 62; Bloodied 31;
AC 19; Fortitude 18, Reflex 18, Will 16
Speed 6
Bone Long Sword (At-Will, Standard)
+10 vs. AC, 1d10+5 damage
Evasive Slash (At-Will, Standard)
The Mul shifts 1 square before and after the attack; +10 vs. AC; 1 dl 0 + 5 damage.
First Strike
A Mul's melee attacks deal 1d10 extra damage against any creature that has not yet taken damage during the encounter.
Slaves Desperation (free, when the Mul damages an enemy; encounter)
The Mul's attack deals 1d10 extra damage
Alignment Unaligned Languages –
Skills Endurance +
Str 16 (+5) Dex 17 (+5) Wis 13 (+3)
Con 14 (+4) Int 10 (+2) Cha 8 (+1)
Equipment: Carru Leather Armour, Bone Long Sword
Description Monstrous Compendium: Dark Sun

Tactics Wild mul tend to rely on ambush tactics, and they will disappear into the desert if the need to escape in a hurry.

Each Clan of Mul will have at least one wild psionist among them. To achieve this individual, just add the Wild Psionic Template listed at the end of this document.

Lore

DC 15: Wild Mul spend much of their lives trying to avoid slavers and bounty hunters that are constantly sent after them by templar's and noble slave owners.
DC 20: Wild Mul seldom form large groups, the theory being they are harder to find in smaller clans. A Typical mul clan will consist of 2-7 members; usually these clans will have a mutual protection agreement with other wild Mul tribes when their help is needed.
DC 25: With plant life being so scarce in the deserts many of the mul clans turn to cannibalism to survive.

Nightmare Beast

Nightmare Beasts are near 20ft tall, 4000lbs marauding beasts that strike fear into the hearts of Athasian's everywhere. Nightmare Beasts have four powerful legs that all end in razor sharp claws, the Skin of a Nightmare beast is thick and tough, much like that of a Crocodile. They have large red eyes, which glow in darkness and extremely long teeth. They also have large tusk like horns on top of their head.

Nightmare Beast	Level 15 Solo Brute
Gargantuan magical beast	XP 6,000
Initiative +12; Senses Perception +7;	
HP 755; Bloodied 377; See Life Drain	
AC 29; Fortitude 35, Reflex 34, Will 32	
Resist Damage 10, Arcane 2;	
Saving Throws +5	
Speed 6, Climb 4	
Action Points 2	
Claws (Standard, At-Will)	
Reach 3, +18 vs. AC, 3d6+6 Damage	
A successful primary attack creates a secondary attack with the Nightmare Beasts second set of claws.	
+18 vs. AC, 2d8+6 Damage	

Bite (Standard, At-Will)
Reach 3, +18 vs. AC, 2d8+6 damage
Gore (Minor, At-Will)
Reach 3, +18 vs. AC, 1d10+6 damage
Charging Blow (Standard, Recharge when Bloodied)
<i>Nightmare Beasts are famous for their tremendous charging ability, they have been known to charge right through a cities walls to get to its victims inside.</i>
Move 6, +18 vs. AC, 4d10+6 damage, Victim is knocked back 3 squares and prone.
Life Drain (Standard, Encounter) <i>Necrotic, Healing</i>
Burst 2, +14 vs. Fort, 3d10+6 necromantic damage, the Nightmare Beast recovers 186 hit points on a successful hit
Cloud kill (Immediate Interrupt, Recharge 6) <i>Arcane, Poison, Zone</i>
Burst 5, +14 vs. Will, 4d8+6 Poison Damage, Ongoing 10 poison damage. (Save Ends once the move out of the cloud)
Minor Sustains: Any creature stepping into the zone suffers 1d10+6 damage and 5 ongoing (Save Ends once they move out of the cloud)
Nightmare Assault (Standard, Encounter) <i>Psychic</i>
<i>This insidious power allows the Nightmare Beast to put all within the burst to sleep, and plant horrible, debilitating nightmares within their heads. The effects of these nightmares leave the victims severely shaken.</i>
Burst 3, +14 vs. Will, 4d8+6 Psychic Damage, victim Unconscious, 5 ongoing damage (Save Ends Both)
Secondary Effect: Weakened (Save Ends)
Alignment Chaotic Evil Languages –
Str 20 (+12) Dex 20 (+12) Wis 10 (+7)
Con 23 (+13) Int 12 (+8) Cha 20 (+12)

Description Monstrous Compendium: Dark Sun

Tactics: The nightmare beast will normally charge straight into combat, gores and claws at all in its path, it does this in the hope it can unleash its magical and psionic powers, making for much more compliant prey.

Lore

DC 15: Nightmare Beasts are near unstoppable killing machines that can exist in nearly any terrain on Athas. Fortunately they are extremely rare, and becoming rarer.

DC 25: Nightmare beasts roam the deserts in search of new lairs (they move their lair every year). They favor setting up house next to the ruins of long dead ancient civilizations. They always set up extremely strong defenses before settling in.

DC 30: If they do not eat large amounts of food almost constantly, their magically sustained bodies begin to decay leaving only the horns, teeth and claws, which some tribesman use for spear tips.

Nikaal

The nikaal are a mysterious race of lizard like humanoids. They are far-wandering traders and explorers. Though their origin is shrouded in mystery, some Athasians believe there is a nikaal homeland beyond the Ringing Mountains.

The nikaal are 5 to 6 feet tall and weigh 150 to 250 pounds. Although their facial features are similar to humans, their scales and eyes set them apart. Their bodies are covered with fine, purple scales that

regulate the body temperature in the searing desert sun and prevent evaporation of vital fluids. Nikaal need half as much water as humans, and they have twice the endurance while exposed to the harsh environment of Athas. Nikaalian eyes have a distinctly serpentine shape and color.

Nikaal	Level 3
Medium natural humanoid (lizardine)	Minion
	XP 38
Initiative +6; Senses Perception +1;	
HP 1, a minion is never hit by a missed attack	
AC 17; Fortitude 17, Reflex 18, Will 17	
Speed 5	
Spear (At-Will, Standard) Weapon	
+8 vs. AC, 7 damage	
Acid Spit (At-Will, Standard) Acid	
Range 5, +6 vs. Ref, 5 damage	
Alignment Unaligned	Languages Nikaal, Common
Str 11 (+1)	Dex 17 (+4)
Con 14 (+3)	Int 10 (+1)
	Wis 11 (+1)
	Cha 14 (+3)
Equipment: Spear, Cloth Armour	

Nikaal Warrior

Nikaal Warrior	Level 3
Medium natural humanoid (lizardine)	Skirmisher
	XP 150
Initiative +6; Senses Perception +8;	
HP 46; Bloodied 23;	
AC 17; Fortitude 17, Reflex 18, Will 17	
Speed 5	
Tkaesali (Polearm) (At-Will, Standard) Weapon	
Reach 1, +8 vs. AC, 1d10+3 damage	
Acid Spit (At-Will, Standard) Acid	
Range 5, +6 vs. Ref, 1d6+3 damage	
Psychic Crush (Encounter, Standard) Psychic	
Blast 5, +4 vs. Will, 2d10+3 psionic damage, victims knocked prone	
Alignment Unaligned	Languages Nikaal, Common
Skills Insight, +8 Perception +8	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 10 (+1)
	Wis 14 (+3)
	Cha 11 (+1)
Equipment: Tkaesali, Cloth Armour	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: As traders, nikaal try to avoid unnecessary combat. When provoked, nikaal can be savage. Nikaal rarely use armor as it disrupts their natural thermostats. If the situation warrants, individuals may use wooden breastplates or hide armor but never metal armor. Wearing any armor doubles the nikaal's water needs and metal armor quadruples water requirements. Frequently, nikaal use a small to medium-sized shield.

Lore

DC 15: The nikaal are a nomadic tribal race led by an elder council. Nikaal tribes range from 10 to 100 members. Tribes usually travel between major urban areas of Athas, trading goods acquired from other towns and in their journeys.

Pakubrazi

Pakubrazi are insect creatures that feed on the blood of living creatures. They look like crosses between

giant ticks and giant flies.

A pakubrazi can shape change any part or all of its body into humanoid form. The pakubrazi can pick the race, but not the individual features. The humanoid shape for each race is always the same, and can be recognized if seen again. The individual pieces that can be formed are: primary legs, secondary insect legs, arms, eyes, feeders, head, carapace, and torso with wings. This flexibility allows for a wide variety of hybrid forms.

Pakubrazi	Level 6
Large natural insect (shape changer)	Lurker XP 250
Initiative +7 Senses Perception +12; HP 58; Bloodied 29; AC 20; Fortitude 21, Reflex 21, Will 22 Speed 6, Fly 9	
Claw (At-Will, Standard) +11 vs. AC, 1d10+3 damage	
Shape change (Encounter, Standard) The Pakubrazi can shape change into a humanoid form for very limited amounts of time. Any body looking can make a perception check at DC 21 to identify the true creature.	
Tainted Bite (Encounter, Standard) Any humanoid creature bitten by a pakubrazi may become tainted. If enough Pakubrazi genetic material gets into the blood stream of the humanoid, it will try to force the person to change. The body's immune system will fight the taint. If the taint takes hold the victim must make a save to avoid having 1d6 random body parts becoming instead. And temporarily loosing control and attacking friends with in range. +9 vs. Fort, 3d8+4 damage plus Save or 1d6 limbs become insectoid, and the victim is temporarily confused, at the end of each round it makes basic melee attacks against anybody adjacent (or within reach) of them (Save Ends)	
Alignment Chaotic Evil Languages – Skills Bluff +10, Perception +12	
Str 12 (+4)	Dex 16 (+6) Wis 19 (+7)
Con 16 (+6)	Int 12 (+4) Cha 14 (+5)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Pakubrazi tend not to fight if they can help it, if discovered they would rather sneak out of town and disappear than face justice. If forced to fight they will, and will normally start off by tainting an enemy to help distract their enemies, either to aid in escape or to give them a better chance in combat.

Lore

DC 20: Pakubrazi are parasites, living off of other civilized races. They maintain a charade of normal life among these races, and are masterful actors. Frequently solitary, they are capable of cooperating in small groups. Each Pakubrazi or cooperative group establishes its own hunting territory. They defend this territory to the death.

DC 25: Pakubrazi are thought to be a remnant of the Green Age. On rare occasions, pakubrazi blood has been used to intentionally taint an enemy by slipping it into his food. It makes a horrific form of revenge.

Paraelemental Beast

As with elemental beasts, paraelemental beasts aren't worshipped by the priests of Athas. They are considered divine in nature, however, as these creatures are composed of the pure forces of the elements. Still, that doesn't make them revered.

Elemental priests don't trust things of the paraelemental planes, so the beasts are rarely called upon by the clerics of air, earth, fire, and water.

Paraelemental clerics, on the other hand, readily conjure the divine beasts to increase their own power or to perform missions that benefit their patron paraelementals. Like the paraelementals they serve, these clerics seek quantity over quality. Nothing elevates the position of a paraelemental priest like the presence of a beast from his associated plane. The longer such a beast remains with him, the more favored by the paraelementals he is believed to be.

Paraelemental beasts will only be encountered on Athas if summoned by magical means. Each beast adopts a shell composed of the basic elements it represents. If the shell is destroyed, it returns to its native plane.

Magma Paraelemental Beast

Paraelemental beasts of magma are found only near volcanoes and other places lava flows to the surface. When summoned they form themselves from the magma as it pours from the ground.

Paraelemental beasts of magma resemble large humanoid creatures similar to baatezu in form except they are composed solely of magma. They have massive wings of dripping magma that are at least 10 feet across when spread. They have huge, clawed hands and clawed feet. They have thick, lumbering tails as long as 7 feet their bodies are almost black on the surface, but the surface constantly cracks open as they move, revealing the bright red magma beneath.

Their eyes are always fiery red and never blacken as they cool. They leave a lava trail wherever they go and any thing near them most likely melts or ignites.

Magma Paraelemental Beast	Level 8
Large elemental beast (Fire, Earth)	Soldier XP 350
Initiative +9; Senses Perception +4; HP 87; Bloodied 43; AC 24; Fortitude 25, Reflex 23, Will 23 Immune Fire; Resist Non-Magical Weapons 3; Vulnerable Cold and Water (+10 damage) Speed 5, Swim 7	
Punch (At-Will, Standard) Fire +15 vs. AC, 2d6+5 Fire damage	
Burning Touch (At-Will, Standard) Fire +13 vs. Ref, 1d8+5 Fire damage, 5 ongoing damage (Save Ends)	
Molten Blast (Encounter, Standard) Fire Blast 5, +11 vs. Ref, 3e10+5 damage plus 5 ongoing fire damage	
Alignment Unaligned Languages – Str 20 (+9) Dex 17 (+7) Wis 10 (+4)	

Con 15 (+6) Int 4 (+1) Cha 17 (+7)

Rain Paraelemental Beast

Paraelemental beasts of rain are the rarest of all the paraelemental beasts because they can only be conjured where it is currently raining. Also, rain paraelemental beasts usually find the Athasian climate too intolerable and return to the elemental inner plane shortly after gaining free will.

Paraelemental beasts of rain appear to be free-floating waterfalls. They are composed of heavy raindrops that fall down and then up again, over and over in a circular pattern. They draw what little humidity they can from Athas atmosphere to

Sustain themselves. They speak their own language that is formed from the sound of falling raindrops, but only they can understand it.

Rain Paraelemental Beast		Level 8
Huge elemental beast (Air, Water)		Artillery XP 350
Initiative +9 Senses Perception +4; HP 71; Bloodied 35; AC 20; Fortitude 23, Reflex 25, Will 23 Resist Non-Magical Weapons 3; Speed Fly 15		
Rain Arrow (At-Will, Standard) <i>Cold</i> Range 20, +13 vs. Ref, 1d8+5 damage, victim is Knocked Prone		
Absorb Moisture (At-Will, Standard) <i>Heat</i> Burst 3, +11 vs. fort, 3d8+5 damage plus make an endurance check at DC 25 or lose one healing surge from Dehydration.		
Alignment Unaligned Languages –		
Str 10 (+4)	Dex 20 (+9)	Wis 17 (+4)
Con 17 (+7)	Int 6 (+2)	Cha 14 (+6)

Silt Paraelemental Beast

Paraelemental beasts of silt can only be summoned in places where there are large amounts of silt. If they gain free will, they often travel to the Sea of Silt or other places where they can roam freely in their element forever.

Paraelemental creatures of silt resemble the krakens of legend, except they are composed entirely of silt. They have 8 octopus like tentacles, but their upper bodies are serpent like. Their heads are similar to those of silt drakes in size and shape.

Their necks are about 7 feet long, as are their tentacles. Their tentacles do not have suction cups but are strong enough to pick up human sized beings in their grasp and agile enough to batter opponents. A billow of fine silt dust rises like steam from their nostrils.

Silt Paraelemental Beast		Level 7 Brute
Large elemental beast (earth)		XP 300
Initiative +6 Senses Perception +6; HP 99; Bloodied 49; AC 19; Fortitude 23, Reflex 22, Will 22 Resist Non-Magical Weapons 3; Speed 4, Swim 7		
Tentacle Strike (at-Will, Standard) +10 vs. AC, 2d8+5 damage, if the first strike hits they get		

a second against any opponent in range for free, +10 vs. AC, 2d8+5 damage

Bite (At-Will, Standard)

+10 vs. AC, 2d6+5 damage

Constricting Tentacle (Recharge 6, standard)

+8 vs. Ref, 3d10+5 damage, plus 5 ongoing damage and endurance check at DC 20 every round until save or Suffocation effects take place. (Save Ends)

Alignment Unaligned

Languages –

Str 14 (+5)

Dex 16 (+6)

Wis 16 (+6)

Con 19 (+7)

Int 4 (+0)

Cha 10 (+3)

Sun Paraelemental Beast

Paraelemental beasts of sun can be summoned anywhere there is strong sunlight, of which there is no shortage in Athas. Paraelemental beasts of sun that gain free will often choose to make Athas their permanent home because of the great presence of their para-element. Paraelemental beasts of sun resemble the phoenix of legend. They are two-headed birds composed of flames sustained by the rays of the suns. Their flaming wings span 16 feet across. Their two heads work in tandem, seemingly under the control of one brain. It hurts to look directly at paraelemental beasts of sun because they radiate light even more intense than a light spell.

Sun Paraelemental Beast		Level 9
Large elemental beast (Air, Fire)		Skirmisher XP 400
Initiative +10 Senses Perception +5; HP 97; Bloodied 48; AC 23; Fortitude 24, Reflex 26, Will 24 Immune Heat, Fire, Sleep, Charm; Resist Non-Magical Weapons 3; Speed 3, Fly 18		
Fly By Attack (At-Will, Standard) Move up to 9 squares, +14 vs. AC, 2d6+5 Fire damage, fly up to 4 more squares.		
Heat Burst (Encounter, Standard) Burst 3, +10 vs. Fort, 3d8+5 heat damage, plus make an endurance check at DC 20 or lose a healing surge from dehydration.		
Blinding Light (Encounter, Standard) Burst 5, +10 vs. Ref, all victims in range blinded (Save Ends)		
Alignment Unaligned Languages –		
Str 12 (+5)	Dex 20 (+10)	Wis 12 (+5)
Con 17 (+8)	Int 4 (+2)	Cha 17 (+7)

Description Monstrous Compendium II

Lore

DC 20: Paraelemental Beasts are considered divine in nature b Athasian priest and they are summoned to do a cleric's bidding.

DC 25: If a priest's concentration is broken while summoning a Paraelemental beast, the beast could very easily go wild and attack any body.

DC 30: Uncontrolled beasts are very rare and are only found near the terrain they represent, away from that terrain their form becomes unsustainable and they die.

Pit Snatcher

Pit Snatchers are creatures that dwell in the tar pits of Athas. A snatcher looks much like an earth elemental, except its flesh is made of smoking, dripping tar.

There are three holes in its head that seem to form rough eyes and a wailing mouth through which noxious fumes are continually emitted. A snatchers' arms can reach well over six feet from the rim of a pit, and its hands leave black stains on flesh that never fade.

Pit Snatcher	Level 5 Lurker
Large Aberrant Elemental	XP 200
Initiative +10 Senses Perception +4; HP 49; Bloodied 22; AC 19; Fortitude 19, Reflex 21, Will 19 Resist 5 vs. Piercing and Slashing weapons; Speed 0	
Tentacle Strike (At-Will, Standard) Reach 1, +10 vs. AC, 1d10+4 damage	
Burning Touch (Encounter, Standard) <i>Fire</i> Reach 1, +10 vs. AC, 3d8+4 damage	
Tarred Doom (Recharge 6, Standard) Reach 1, +8 vs. Ref, 3d6+4 damage, plus the Pit Snatchers drags the target into the tar, attempting to suffocate them. For every round until the pit snatcher's hold is broken, make an endurance check (DC 20) or suffer the effects of suffocation.	
Alignment Evil	Languages –
Skills Stealth +11	
Str 15 (+4)	Dex 18 (+6)
Con 13 (+3)	Int 7 (+0)
	Wis 15 (+4)
	Cha 13 (+3)

Description City by the Silt Sea

Tactics: Pit snatchers like to lie in wait beneath the surface of the tar for unwary victims to pass by. When they sense a nearby presence, they erupt from the pit and grab hold of any creature within six feet of the rim.

If either of the snatchers' attack hit, the victim is mired in the gooey, tar-formed limb and slowly dragged into the pit.

Lore

DC 15: Some sages believe that the Pit Snatchers are the result of tar pits that are somehow magically infused.

DC 30: When confronted by an earth cleric, a pit snatcher attempts to somehow contact the priest. As it has few means for making its alien desires known, it will eventually become enraged and attack. It is said that an earth cleric can free a pit snatcher from its eternal torment, but all who have ever tried simply ended up being dragged into the tar as the snatcher lost patience.

Psionocus

A psionocus is a creature created by powerful psionics for use as a familiar and a scout.

Psionoci resemble small, winged lizards. Their wings are bat like, with a thin membrane stretched between a skeletal frame. Although they lack front legs, their small feet sport razor sharp claws that can be deadly in combat. Psionoci also have pointed teeth they use to inject their poison.

Psionocus	Level 3
Tiny psionic construct (Humolocus, Psionic)	Minion XP 38

Initiative +8 Senses Perception +2; HP 1, Minions cannot be hit by a missed attack AC 17; Fortitude 17, Reflex 18, Will 17 Speed 2, Fly 9		
Claw (At-Will, Standard) +8 vs. AC, 1d6+3 damage		
Poison Bite (Encounter, Standard) A powerful venom is injected into the foe that causes a deep and fitful sleep +6 vs. fort, damage, Unconscious (Save Ends)		
Psionic Absorption (Encounter, Standard) Is a Psionic attack is used against a Psionocus in suffers normal damage, but if the effect is a burst, or blast, it absorbs all the Psionic damage, killing itself, but saving its master.		
Alignment Evil		Languages –
Skills Stealth		
Str 10 (+2)	Dex 17 (+4)	Wis 12 (+2)
Con 14 (+3)	Int 12 (+2)	Cha 14 (+3)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Psionoci prefer to avoid combat with more than one creature at a time. If psionoci must fight, they can either use their bite and inject their poison or, while flying, they can make diving attacks with their claws.

Lore

DC 25: A gem worth at least 2,000 gp becomes the brain of the psionocus while one pint of the creator's blood forms its body. It takes six weeks of uninterrupted effort to make a psionocus. If more than one psionocus is linked to the same creator, they will attack each other until only one remains.

Psurlons

Psurlons are extremely intelligent wormlike humanoids. The psurlons are an advanced race living on the Astral Plane, and are sometimes summoned by evil psionics who have the power to summon planar creatures.

Psurlons have earthworm like bodies, legs that end in toothed maws, and arms that end in claws with black talons. Their heads are similar to those of earthworms, with large, gaping maws ringed with teeth like projections.

They have no eyes and use other senses to see. They wear richly colored robes and never wear armor or carry weapons. Psurlons communicate with one another telepathically and through grunts, and squeals.

Psurlon	Level 7
Medium immortal humanoid (psionic)	Artillery XP 300
Initiative +4 Senses Perception +12; HP 64; Bloodied 32; AC 19; Fortitude 22, Reflex 23, Will 23 Immune Sleep, Charm; Resist Damage 3; Speed 5	
Mind Thrust (At-Will, Standard) <i>Psionic</i> Burst 4, +12 vs. Will, 2d6+5 Psionic Damage	
Psychic Crush (Encounter, Standard) <i>Psionic</i> Range 20, +14 vs. Will, 3d10+5 psionic damage	

Ego Whip (Encounter, Standard) <i>Psionic</i>		
Range 20, +14 vs. Will, 3d8+5 psionic damage, victim is stunned (Save Ends)		
Alignment Evil	Languages Psurlron	
Skills Insight +12, Perception +12		
Str 10 (+3)	Dex 12 (+4)	Wis 19 (+7)
Con 16 (+6)	Int 18 (+7)	Cha 14 (+5)

Psurlon Adept

Psurlon	Level 12
Medium immortal humanoid (psionic)	Artillery XP 700
Initiative +8 Senses Perception +16; HP 96; Bloodied 48; see also Psychic Drain AC 24; Fortitude 28, Reflex 29, Will 29 Immune Sleep, Charm; Resist Damage 3; Speed 5	
Mind Thrust (At-Will, Standard) <i>Psionic</i> Burst 6, +15 vs. Will, 2d6+5 damage	
Psychic Crush (Encounter, Standard) <i>Psionic</i> Range 20, +17 vs. Will, 4d8+5 Psionic Damage	
Ego Whip (Encounter Standard) <i>Psionic</i> Range 20, +17 vs. Will, 3d8+5 Psionic Damage, Victim is Stunned	
Psychic Drain (Recharge When First Bloodied, Standard) <i>Psionic, Healing</i> Range 20, +17 vs. Will, 3d10+5 psionic damage, the Attack triggers a healing surge in the Psurlon, healing 24 hitpoints.	
Alignment Evil	Languages Psurlron
Skills Insight +16, Perception +16	
Str 12 (+7)	Dex 14 (+8)
Con 18 (+10)	Int 20 (+11)
	Wis 21 (+11)
	Cha 16 (+9)

Giant Psurlon

Psurlon	Level 18 Elite
Huge immortal humanoid (psionic)	Artillery XP 4,000
Initiative +12 Senses Perception +21; HP 270; Bloodied 135; see also Psychic Drain AC 30; Fortitude 35, Reflex 36, Will 37 Immune Sleep, Charm; Resist Damage 3; Saving Throws +2 Speed 6 Action Points 1	
Mind Thrust (At-Will, Standard) <i>Psionic</i> Burst 9, +21 vs. Will, 2d8+7 psionic damage	
Psychic Crush (Encounter, Standard) <i>Psionic</i> Range 20, +23 vs. Will, 4d10+7 Psionic Damage	
Ego Whip (Encounter Standard) <i>Psionic</i> Range 20, +23 vs. Will, 3d10+6 Psionic Damage, Victim is Stunned	
Psychic Drain (Recharge When First Bloodied, Standard) <i>Psionic, Healing</i> Range 20, +23 vs. Will, 3d10+6 psionic damage, the Attack triggers a healing surge in the Psulron, healing 67 hitpoints.	
Inertial Barrier (Encounter, Standard) <i>Psionic, Zone</i> This power creates a Zone around the Psulron that slows incoming missile weapons, all projectile weapons suffer half damage while this barrier is up and charging has no bonus effect on the Psulron. The Psulron can maintain this barrier as a minor action.	
Alignment Evil	Languages Psurlron
Skills Insight +21, Perception +21	
Str 15 (+11)	Dex 17 (+12)
Con 21 (+14)	Int 23 (+15)
	Wis 24 (+16)
	Cha 19 (+13)

Description Monstrous Compendium II: Terrors

Beyond Tyr

Tactics: Psurlons almost never engage in physical combat, they use their Psionic powers to keep enemies at bay, while attacking with almost purely psionic attacks.

Lore

DC 15: Psurlons normally feed on the flesh of living creatures, especially that of other sentient races. They particularly like human and halfling flesh.

DC 20: Some evil psionicists summon psurlons in hopes of gaining their knowledge. The price is very high and often leads to the death of the summoner. Summoner's who gain knowledge from psurlons and then attempt to slay them or send them back are tracked down and forced to pay what is due either by the psurlons they summoned or by others of their race.

DC 25: Psurlons are only encountered on Athas when summoned. Many, especially psionicists and wizards who travel the Astral Plane, seek their knowledge. They hate being forced to serve, and seek vengeance upon those who summon them.

DC 30: Many thousands of years ago the psurlons lived on another world. The psurlons were a highly evolved race with vast knowledge and psionic power. In their quest for knowledge and power, the psurlons developed a means to psychically link all members of their race. However, disaster struck. A psychic backlash occurred, creating a massive rift into the Astral Plane, and their home world was destroyed. All surviving psurlons were sucked into the rift and became permanent residents of the Astral Plane.

Pterrann

Pterrann's are a race of lizard men who inhabit the hinterlands near the ringing mountains. Pterranns appear more like a Pteradon than a normal lizard man, indicating that they may in some way be related to the Pterrax.

Their skin is normally light brown in colouring, they have humanoid bodies with a short stubby tail on the hind side.

Pterrann Druid

Pterrann Druid	Level 4 Controller
Medium natural humanoid	XP 175
Initiative +4; Senses Perception +6; HP 55; Bloodied 27; AC 18; Fortitude 18, Reflex 18, Will 20 Speed 6	
Staff (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 1d10+4 damage	
Claw (At-Will, Standard) +9 vs. AC, 1d6+4 damage	
Beak (At-Will, Standard) +9 vs. AC, 1d6+4 damage	
Mind Blast (Encounter, Standard) <i>Psionics</i> Blast 3, +6 vs. Will, 3d6+4 psionic damage	
Command Plant life (Encounter, Standard) <i>Primal, Zone</i> <i>The plant life tangles around the feet and ankles of the targets, immobilizing them and creating rough terrain.</i> Burst 4, +6 vs. Ref, all targets in range are immobilised. (Save Ends)	

The burst area is rough terrain, to sustain is a minor action.		
Alignment Unaligned		Languages Pterrann
Skills Stealth +9, Nature +8		
Str 11 (+2)	Dex 15 (+4)	Wis 18 (+6)
Con 15 (+4)	Int 12 (+3)	Cha 12 (+3)
Equipment: Staff		

Pterrann Psionicist

Pterrann Psionicist	Level 4 Soldier
Medium natural humanoid	XP 175
Initiative +6 Senses Perception +4;	
HP 55; Bloodied 27;	
AC 20; Fortitude 18, Reflex 18, Will 20	
Speed 6	
Spear (At-Will, Standard) <i>Weapon</i>	
+11 vs. AC, 1d10+4 damage	
Claw (At-Will, Standard)	
+11 vs. AC, 1d6+4 damage	
Beak (At-Will, Standard)	
+11 vs. AC, 1d6+4 damage	
Mind Blast (Encounter, Standard) <i>Psionics</i>	
Blast 3, +7 vs. Will, 3d6+4 psionic damage	
Mind of Iron (Encounter, Standard) <i>Psionics</i>	
Burst 3, +7 vs. Will, 3d8+4 Psionic Damage, the Pterrann gains a +2 to will defence until the end of the next round.	
Alignment Unaligned	Languages Pterrann
Skills Stealth +9, Nature +9	
Str 12 (+3)	Dex 15 (+4)
Con 15 (+4)	Int 12 (+3)
	Cha 18 (+6)
Equipment: Spear	

Pterrann Pterrax Rider

Pterrann Pterrax Rider	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +8; Senses Perception +3;	
HP 55; Bloodied 27;	
AC 18; Fortitude 18, Reflex 20, Will 18	
Speed 6, See Pterrax Mount	
Slodak (At-Will, Standard) <i>Weapon</i>	
+9 vs. AC, 1d10+4 damage	
Claw (At-Will, Standard)	
+9 vs. AC, 1d6+4 damage	
Beak (At-Will, Standard)	
+9 vs. AC, 1d6+4 damage	
Thanak (Recharge 6, Standard) <i>Poison, Weapon</i>	
+7 vs. Fort, 3d6+4 Poison Damage, Weakened (Save Ends)	
Ego Whip (Standard, Encounter) <i>Psionic</i>	
<i>The Pterrann can strike an individual target with the power of his mind.</i>	
Range 20, +7 vs. Will, 3d8+4 Psionic Damage, Target Stunned (Save Ends)	
Alignment Unaligned	Languages Pterrann
Skills Stealth +11	
Str 12 (+3)	Dex 18 (+6)
Con 15 (+4)	Int 12 (+3)
	Cha 15 (+4)
Equipment: Hardwood Longsword (Slodak), Saw Blade (Thanak)	

Pterrann Warrior

Pterrann Warrior	Level 4 Minion
Medium natural humanoid	XP 175
Initiative +6; Senses Perception +4;	
HP 1, Minions are never hit by a missed attack.	
AC 20; Fortitude 20, Reflex 18, Will 18	
Speed 6	
Slodak (At-Will, Standard) <i>Weapon</i>	

+11 vs. AC, 8 damage		
Claw (At-Will, Standard)		
+11 vs. AC, 6 damage		
Beak (At-Will, Standard)		
+11 vs. AC, 5 damage		
Alignment Unaligned		Languages Pterrann
Skills Stealth +9		
Str 18 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 12 (+3)	Cha 12 (+3)
Equipment: Hardwood Longsword (Slodak)		

Description Monstrous Compendium: Dark Sun

Tactics: Pterranns have a natural distrust of Humans and Halflings and most encounters between the two will end in violence. Pterranns often use poisons and will attack from the air mounted on a Pterrax.

Lore

DC 15: Many Pterranns have psionics; only the weakest members of a tribe have no form of Psionic attack

DC 20: Pterrann's general live in small tribes of up to 12 members, tribes will band together for a common cause with very few problems.

DC 25: All Pterranns revere the Earth Mother, a spirit of the Earth.

DC 30: Every Pterrann tribe is led by a Triumvirate, a council of three comprised of the eldest in the tribe on each life path (Druid, Psionicist and Warrior), this council decides the day-to-day activities and enforces the laws of the tribe.

Pterrax

Pterrax are large pteradon-like creatures that spend much of their time circling above their home ranges in search of food.

Pterrax	Level 5 Skirmisher
Large natural beast (Reptile)	XP 200
Initiative +8; Senses Perception +3;	
HP 63; Bloodied 31;	
AC 19; Fortitude 19, Reflex 21, Will 19	
Speed 2, Fly 8 (Altitude Limit 4)	
Claw (at-Will, Standard)	
+10 vs. AC, 1d6+4 damage	
Bite (At-Will, Standard)	
+10 vs. AC, 1d10+4 damage	
Swooping Rake (Recharge 5,6, Standard)	
+8 vs. Ref, 3d6+4 damage	
Alignment Unaligned	Languages –
Str 14 (+4)	Dex 18 (+6)
Con 15 (+4)	Int 4 (-1)
	Cha 15 (+4)

Description Monstrous Compendium: Dark Sun

Tactics: Pterrax will normally only get involved in combat if they are scavenging for food (or desperate for food) or if they are being used as a mount in combat.

Wild Talents are extremely common among Pterrax and it is very common to encounter flocks of Pterrax that have at least one wild talent among them.

Lore

DC 15: Pterrax are most common on the rocky badlands of the Athasian Tablelands. They make nests

in caves, cracks and crevices, usually on the face of a steep cliff if they can.

DC 25: Pterrax Warriors will often be sent out to capture a baby pterrax (or even a pterrax egg) as part of an initiation write. The Pterrax will then raise the Pterrax to be a mount.

DC 30: One Pterrax egg combines with water is enough to sustain a normal sized human for two days. The teeth of the Pterrax are also used by Pterrax in the creation of their thanks.

Pudding Fish

The pudding fish is a huge jellyfish that stalks Athas' last sea; it looks fairly typical of a Jellyfish, only larger. The creature is composed of a blue-green substance similar to that of a Gelatinous Cube.

Pudding Fish	Level 9 Solo Lurker
Huge Natural Beast (Aquatic)	XP 2,000
Initiative +12, Senses Perception +7; HP 470; Bloodied 235; AC 25; Fortitude 28, Reflex 25, Will 26 Saving Throws +5 Speed 3 Action Points 2	
Tentacle Grab (At-Will, Standard) Reach 3, +14 vs. AC, 2d6+5 damage, Victim is grabbed and Pudding Fish has combat advantage over victim for Swallow attack. The pudding fish can grab up to 10 victims at once.	
Paralysis (Standard, At Will) Reach 3, +12 vs. Fort, 2d6+5 damage, victim is immobilised (Save Ends), if in water may have a chance of drowning.	
Capsize Vessel (Encounter, Standard) The pudding fish can get underneath a vessel and tip it upside down, knocking all passengers into the water.	
Drag into the Drink (Recharge 5,6, Standard) +12 vs. Ref, 3d8+5 damage, victim is dragged 4 squares towards the pudding fish and is grabbed (As Tentacle Strike)	
Swallow (Special, Minor Action) If the Pudding Fish has maintained a grab on a victim for up to 3 rounds it will attempt to swallow them. +14 (from combat advantage) vs. Ref, 4d8+5 damage, 5 ongoing Acid Damage. Victim must make endurance checks until the Pudding Fish is killed or suffer the effects of suffocation.	
Alignment Unaligned	Languages –
Skills: Stealth +13	
Str 20 (+9)	Dex 18 (+8) Wis 16 (+7)
Con 14 (+4)	Int 4 (+1) Cha 6 (+2)

Description Mind Lords of the Last Sea

Tactics: The Pudding Fish will first try to paralyze its prey, before absorbing it into its dome and starting the digestive process with its powerful stomach acids.

Lore

DC 25: Pudding Fish an asexual, solitary creatures, they do not need a partner to reproduce.

DC 30: If you die before escaping the Pudding Fishes dome, you will be slowly digested over a period of 10-12 days.

Pulp Bee

Pulp Bees are large wasps that inhabit the plains along the edges of the Athasian Deserts. They are usually about 2ft long, have four legs and a sharp stinger on their tail.

Pulp Bee	Level 7 Minion
Small Natural Beast (Insect)	XP 75
Initiative +9 Senses Perception +5; HP 1, Minions can never be hit by a missed attack AC 23; Fortitude 22, Reflex 23, Will 21 Speed 2, Fly 9	
Stinger (at-will, standard) Poison +14 vs. Fort, 9 Poison Damage, Immobilised (Save Ends) Secondary Effect, Weakened (Save Ends)	
Alignment Unaligned	Languages –
Str 17 (+6)	Dex 19 (+7) Wis 15 (+5)
Con 10 (+3)	Int 4 (+0) Cha 8 (+1)

Description Monstrous Compendium: Dark Sun

Tactics: Pulp Bees will automatically attack anybody who threatens their hive. All warrior Pulp Bees will attack with a paralytic poison that leaves their victims incapacitated and easy targets for other beasts.

Pulp Bees will always attack in swarms, causing a reasonable danger to travelers, what is even more dangerous is it is not uncommon for scavengers and carnivorous beasts to live close to Pulp Bee nests in order to benefit from the Pulp Bees paralyzed victims.

Lore

DC 15: The Pulp Bee produced a pasty substance, which hardens to roughly the same consistency and harness as wood.

DC 25: the Substance that Pulp Bees produce is sought after as building materials by several cultures. The pulp is also edible and nutritious, one quart being able to sustain an average human for up to two days.

Pyreen (Peace-Bringer)

Pyreens are humanoid that in some ways appear to be a mix of many of the sentient races on athas. They have the broad body of a Dwarf, the pointed ears of an elf, the child like face of a halfling and the eyes of a human or giant.

Pyreen (Peace Bringer)	Level 20 Solo Controller
Medium Immortal humanoid (Psionic)	XP 14,000
Initiative +14 Senses Perception +23; HP 840; Bloodied 420; AC 34; Fortitude 40, Reflex 40, Will 42 Immune Disease; Resist Psionic 5, Defile 10; Saving Throws +5 Speed 6 Action Points 2	
Metal Dagger (At-Will, Standard) Weapon +25 vs. AC, 2d6+7 damage	
Psionic Blast (At-Will, Standard) Psionic Blast 10, +22 vs. Will, 3d6+8 Psionic Damage, all enemies in the blast area are knocked prone.	
Enfeebling Burst (Encounter, Standard) Psionic Burst 5, +22 vs. Fort, 4d10+7 Psionic Damage, all enemies within the blast radius are Dazed (Save Ends)	
Command Plants (Recharge 5,6, Standard) Primal Burst 10, +22 vs. Ref, 4d8+7 damage Victims	

immobilised (Save Ends) Rough Terrain in the burst area. Any body entering the area of effect +22 vs. Ref, 2d6+7 damage while sustained and immobilised (Save Ends) Sustain: Minor
Chain Lightning (Encounter, Standard) <i>Lightning</i> +24 vs. Ref, 4d10+7 Lightning Damage, if first hit successful make a second attack against the next nearest enemy, +23 vs. Ref, 3d8+7 lightning damage and continue up to 3 attacks.
Iron Will (Recharge When first bloodied, Minor) <i>Psionic</i> +22 vs. Will, 4d8+7 Psionic Damage, All Pyreen allies within 10 squares gain +2 to Will defence until the end of the encounter.
Shape change Pyreen's can shift their shape between any humanoid for they will, this can be done at will.
Alignment Good Languages All
Skills Insight +23, Nature +23, Perception +23
Str 18 (+14) Dex 18 (+14) Wis 26 (+18) Con 23 (+16) Int 23 (+16) Cha 22 (+16)
Equipment: Metal Dagger, High Quality Cloak

Description Monstrous Compendium: Dark Sun

Tactics: Pyreen hate defilers, though they rarely enter combat, they usually will if there is a defiler involved. They will usually use their Druidic and Psionic powers before resorting to their melee weapons.

Lore

DC 15: pyreen almost never enter cities, the only time they will willingly enter the confines of a city is if they are on a mission.

DC 20: Pyreens have extremely long lifespan and can sustain themselves with out food or water for long periods of time, it is not known if this is a natural ability of some powerful Druidic magic.

DC 25: Pyreen's are capable of changing form to appear like any humanoid race, other pyreen can always recognize each other though.

DC 30: Pyreen are a throw back to an older time and have no real place in the ecology of Athas. They concentrate on trying to restore Athas to the pristine natural beauty it once was.

DC 35: Pyreen are believed to hold vast amounts of knowledge about what Athas was like before it was destroyed. They never let any of this knowledge on to outsiders though.

Rasclinn

Rasclinn are small dog like herbivores that live in the rocky badlands of Athas. They extract metal from the plants they eat and as a result of this they grow an almost metallic hide. They are avidly hunted for their hides.

Rasclinn Small Natural Beast	Level 4 Skirmisher XP 175
Initiative +8; Senses Perception +7; HP 55; Bloodied 27; AC 18; Fortitude 18, Reflex 20, Will 18 Immune Poison; Resist Psionic/Psychic 5 Speed 8	
Bite (At-Will, Standard) +9 vs. AC, 1d10+4 Damage, shift 1 square	
Enraged Assault (When First Bloodied, Free)	

+7 vs. Ref, 3d6+4 damage and shift 2 squares, also make a basic melee attack (bite) against all creatures adjacent at the end of the shift.		
Alignment Unaligned		Languages –
Skills Perception +7		
Str 14 (+4)	Dex 18 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 4 (-1)	Cha 15 (+4)

Description Dark Sun: Monstrous Compendium

Tactics: Rasclinn fight only to protect their young and only if they cannot flee. If cornered a Rasclinn will attack with its bite, if a young Rasclinn is hurt, the adults will become enraged and use their special attacks.

Lore

DC 15: Rasclinn have extremely good hearing and are very hard to sneak up on.

DC 20: Rasclinn live in family orientated packs. Rasclinn Packs always consist of a single alpha male and up to five females. If more than six are encountered the extras will always be pups.

DC 25: Rasclinn are avidly hunted for their hide, Rasclinn hide is much stronger than normal hide.

Razorwing

Razorwing's are small bodied, slate gray creatures that closely resemble Pterax. They have sharp bone like edges on their wings that they use in a similar fashion to a razor as they fly by.

Razorwing Medium natural beast	Level 4 Skirmisher XP 175
Initiative +8 Senses Perception +4; HP 56; Bloodied 28; AC 18; Fortitude 19, Reflex 20, Will 18 Speed 1, Fly 10, Glide 8	
Fly By Slash (At-Will, Standard) Glide up to 4 squares, +9 vs. AC, 1d10+4 damage, shift 2 squares.	
Surprise Assault (Encounter, Standard) Glide 8 squares, +7 vs. Ref, 1d6+4 vs. all targets in flight path, shift 2 squares.	
Alignment Unaligned	Languages –
Str 10 (+2)	Dex 18 (+6) Wis 14 (+4)
Con 16 (+5)	Int 4 (-1) Cha 8 (+1)

Description Monstrous Compendium: Dark Sun

Tactics: Razorwing's hide under the silt of their homes and burst out to surprised their prey, they will normally try to slash at their target with fly by attacks

Lore

DC 15: Razorwings are found almost exclusively in the Sea of Silt, there are reports of them being found in small inland Silt basins, but this is a very rare occurrence.

DC 20: Razorwings live and hunt in packs, they will never attack alone. There is always a pack leader; usually this is the biggest female.

DC 25: Razorwing's do not actually fly in the normal sense, their wings are far to rigid to bend more than a few inches, they actually use a form of telekinesis to achieve flight, an as such it can only be maintained for limited amounts of time.

Reggelid

Reggelids are tall and angular, sort of looking like real ugly elves with flat faces and six fingers on each hand.

Reggelid		Level 3 Elite Controller	
Medium natural humanoid		XP 300	
Initiative +2 Senses Perception +3;			
HP 92; Bloodied 46; See Necrotic Draining			
AC 17; Fortitude 19, Reflex 20, Will 19			
Saving Throws +2			
Speed 6			
Action Points 1			
Spear (At-Will, Standard) <i>Weapon</i>			
+8 vs. AC, 1d10+3 damage			
Defiling Blast (At-Will, Standard) <i>Arcane, Defile</i>			
Blast 3, +4 vs. Fort, 1d6+4 Defiling Damage			
Necrotic Draining (Encounter, Standard) <i>Arcane, Necrotic</i>			
+6 vs. Fort, 3d6+3 damage, and Weakened (Save Ends)			
plus the Reggelid regains 23 hitpoints.			
Defilement Zone (Encounter, Standard) <i>Arcane, Defile, Zone</i>			
Burst 2, +4 vs. Fort, 3d6+3 Defiling Damage, all victims in burst are weakened (Save Ends), Each round a victim stays in the Zone they suffer 5 ongoing Defilement Damage. Each time the Reggelid uses an Arcane power in the Defilement Zone it grants a +1 power bonus to Attack and Damage for each living creature in the zone.			
Sustain: Minor			
Alignment Evil		Languages –	
Skills Arcana +9			
Str 10 (+1)	Dex 12 (+2)	Wis 14 (+3)	
Con 14 (+3)	Int 17 (+4)	Cha 10 (+1)	
Equipment: Spear			

Description Windriders of the Jagged Cliffs.

Tactics: Reggelids love to show off their magical talents, and will usually use them before resorting to hand to hand combat.

Lore

DC 15: Reggelids love magic; it is there only true passion in life.

DC 20: Every Reggelid is a defiler.

DC 25: Most Reggelid communities consist of little more than a series of lean-tos and shallow caves.

Retriever, Obsidian

While at first this creature appears to be some form of spider, the obsidian retriever is the product of some ancient Athasian sorcery long lost to the known realm.

The obsidian retriever appears similar to the extra planar creature known as the retriever and might be the result of some ancient magical experiment gone awry. The obsidian retriever is an obsidian stone golem in the shape of a spider. The obsidian retrievers four front legs end in barbed needlelike appendages it has six eyes, two are used for vision and four are imbued with magical attacks.

Obsidian Retriever		Level 11 Solo
Large magical construct		Artillery
		XP 3,000
Initiative +9 Senses Perception +9;		
HP 585; Bloodied 292;		
AC 25; Fortitude 30, Reflex 27, Will 29		

Immune Charm, Psionic, Fire; **Resist** Slashing Weapons 5; **Vulnerable** Electrical, Bludgeoning Weapons 5

Saving Throws +5

Speed 9

Action Points 2

Barbed Appendages (At-Will, Standard)

+18 vs. AC, 2d6+5 damage

Fireball (Recharge 6, Standard) *Fire*

Burst 1 within 15, +14 vs. Ref, 3d8+5 fire damage, 5 ongoing damage (Save Ends)

Flesh to Stone (Recharge 6, Standard)

Range 20, +16 vs. Fort, 4d8+5 damage, victim is Petrified (Save Ends)

Ice Storm (Recharge 6, Standard) *Cold, Zone*

Burst 2 within 15, +14 vs. Ref, 3d8+5 cold damage, all victims knocked prone, 5 ongoing cold damage, difficult terrain, any creature entering the zone suffers 1d8+5 cold damage, 2 ongoing damage (Save Ends)

Sustain: Minor

Sand Storm (Recharge 6, Standard)

Blast 5, +14 vs. Ref, 3d8+5 damage, Knocked Back 2 squares.

Alignment Unaligned

Languages –

Str 14 (+7)

Dex 18 (+9)

Wis 18 (+9)

Con 21 (+10)

Int 10 (+5)

Cha 10 (+5)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: The obsidian retriever sits motionless as long as the guarded objects are untouched by thieves. If the treasure is threatened, the retriever immediately attacks. The obsidian retriever is single-minded and relentless in its attack on intruders.

Initially the creature attacks with the powers in one of its four magical eyes. Each of the eyes contains powers associated with one of the four elemental spheres of magic (earth, air, fire, and water). These powers are flesh to stone (earth), sand storm (air), fireball (fire), and ice storm (water).

If a thief escapes with a guarded item, the obsidian retriever relentlessly pursues the perpetrator. The retriever has the innate ability to locate object and find path at will. The retriever's primary objective is to find and return the stolen item. Anyone who interferes with this goal is attacked.

Lore

DC 20: These beings are prized possessions of dragon kings and are controlled through the use of extraordinarily powerful psionic talents. They are also occasionally found in ancient ruins as guardians to whatever treasures such lost societies possessed.

Ruktoi

The ruktoi is solitary sentinel of the silt sea, able to paddle along its surface or lurk just beneath patiently awaiting prey. Some rukoti have been captured and either domesticated or controlled in order to ferry passengers or small cargos across the endless silt basin.

The ruktoi's each end in three long, splayed digits, webbed for use as paddles. The tail ends in a broad flap of skin that aids in navigating across the surface of the Sea of Silt. When stationary, the ruktoi's light

gray skin makes it almost impossible to see in the silt. Often the ruktoi hovers just below the surface with only its snout and eyes exposed.

Ruktoi have no spoken language. They communicate with each other through body motions and scent.

Ruktoi		Level 12
Huge natural beast		Brute XP 700
Initiative +10; Senses Perception +10; HP 152; Bloodied 76; AC 24; Fortitude 30, Reflex 28, Will 28 Speed 5, Swim 7		
Bite (At-Will, Standard) +15 vs. AC, 3d6+5 damage		
Smother (Recharge 6, Standard) +13 vs. Ref, 4d10+5 damage, victims is grabbed and pulled beneath the silt. They must break the grapple or suffocate from lack of oxygen.		
Cloud (Reaction to being Bloodied, Minor) Burst 5, +11 vs. Fort, 3d10+6 Damage, victims are blinded. The Ruktoi will try and escape while the silt is distracting its enemies.		
Levitation (At-Will, Move) This power is used to allow the Ruktoi to move up and down in the silt. The power cannot be used to allow them above the silt.		
Alignment Unaligned		Languages –
Skills Stealth +15		
Str 20 (+11)	Dex 19 (+10)	Wis 19 (+10)
Con 22 (+12)	Int 4 (+3)	Cha 10 (+6)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: The ruktoi uses its silt-borne mobility to chase down less agile prey. The creature's broad body and limbs aren't enough to keep the animal afloat in the silt. The ruktoi can levitate, but the ability does not allow it to rise above the surface of the silt.

Lore

DC 15: Ruktoi are denizens of the Sea of Silt and the various silt basins near its shore. In the wild, they are solitary hunters that prey upon floaters and unsuspecting silt runners

DC 25: Ruktoi associate with each other only to mate. The female lays a dispersed pattern of 10-30 eggs that sink to the bottom of the silt. Those that survive the rigors of the silt hatch after six weeks and float to the surface. The young ruktoi reach adult size in just six weeks.

Ruvoka

Ruvoka are creatures from the elemental planes. They travel the planes easily, even the Astral Plane, but on Athas they are bound to certain locations. They often work with druids. It is said druids who reach the pinnacle of their religion can become ruvoka.

Ruvoka have their own language, but with other intelligent beings use a limited form of telepathy.

The four best-known ruvoka are the brajeti, ethilum, kaltori, and zathosi. Brajeti resemble large, well-tanned, hairless humans who dress in bronze armor and carry bronze swords and shields. Ethilum resemble large, pale blue, elflike beings with white-

feathered wings and long, flowing hair, wearing only white clothing and armed with whips and javelins. Kaltori are bearded, red-skinned, stocky, human looking beings wearing searing hot plate armor and bearing fiery red tridents. Zathosi are large, gray-skinned, wrinkled humanlike creatures resembling old men. Zathosi wear stone-colored robes and carry mauls of stone.

Brajeti

Brajeti		Level 11 Soldier
Large elemental (Earth, Air)		XP 600
Initiative +11 Senses Perception +7; HP 117; Bloodied 58; AC 27; Fortitude 28, Reflex 27, Will 27 Resist Cold 5 Speed 9, Fly 9		
Khopesh (At-Will, Standard) Weapon +18 vs. AC, 2d6+5 damage		
Grasping Earth A giant fist of earth and stone bursts through the ground grasping the target tightly. +16 vs. Ref, victim Immobilised until the end of the next turn. Sustain: Minor A break grab check at strength of 25 will set the victim free.		
Feather Fall When falling a great distance, the Brajeti can make an Athletics check to avoid sustain falling damage. The DC for the athletics check is 20, this will reduce the damage by 50%, 25 will reduce it 75% and 30 will reduce it 100%		
Alignment Unaligned		Languages –
Skills Athletics +14, Endurance +15		
Str 16 (+8)	Dex 18 (+9)	Wis 12 (+7)
Con 21 (+10)	Int 14 (+7)	Cha 18 (+9)
Equipment: Bronze Khopesh and Shield, Piecemeal Bronze Plate		

Ethilum

Ethilum		Level 7 Artillery
Large elemental humanoid (Air)		XP 300
Initiative +7 Senses Perception +10; HP 64; Bloodied 32; AC 19; Fortitude 22, Reflex 23, Will 22 Resist Cold 5 Speed 6, Fly 12		
Javelin (At-Will, Standard) Weapon Range 15/30, +12 vs. Ref, 2d6+5 damage		
Whip (At-Will, Standard) Weapon Reach 2, +12 vs. Ref, 1d8+5 damage		
Blast of Air (Encounter, Standard) Air Blast 4, +10 vs. Ref, 3d8+5 damage, all creatures in the burst are knocked prone.		
Burning Air (Encounter, Standard) Air, Heat Burst 2 within 15, +10 vs. Fort, 3d10+5 damage, victims are weakened due to an inability to breath properly (Save Ends)		
Alignment Unaligned		Languages –
Skills Insight +10, Perception +10		
Str 12 (+4)	Dex 19 (+7)	Wis 14 (+5)
Con 16 (+6)	Int 12 (+4)	Cha 16 (+6)
Equipment: Javelin and Whip		

Kaltori

Kaltori		Level 10 Controller
Large elemental humanoid (fire, earth)		XP 500

Initiative +11 Senses Perception +6; HP 103; Bloodied 51; AC 26; Fortitude 27, Reflex 26, Will 26 Resist Fire 5 Speed 6, Fly 7		
Trident (At-Will, Standard) <i>Weapon, Fire</i> Reach 1, +15 vs. AC, 2d6+5 Fire Damage		
Magma blast (Encounter, Standard) <i>Fire</i> Blast 5, +12 vs. Ref, 3d8+5 fire damage, 5 ongoing fire damage (Save Ends)		
Fire Shroud (Encounter, Standard) Burst 1, +12 vs. Ref, 1d8+5 fire damage, every round somebody stands next to the Kaltori it suffers a +12 vs. Ref attack and 1d8+5 fire damage. Sustain: Minor		
Alignment Unaligned	Languages –	
Str 21 (+10)	Dex 18 (+9)	Wis 12 (+6)
Con 15 (+7)	Int 12 (+6)	Cha 18 (+9)
Equipment: Trident, Plate Armour		

Zathosi

Zathosi	Level 15 Brute
Large elemental humanoid (Earth) XP 1,200	
Initiative +13; Senses Perception +11; HP 180; Bloodied 90; AC 27; Fortitude 33, Reflex 33, Will 31 Speed 5, Fly 9	
Maul (At-Will, Standard) <i>Weapon</i> +18 vs. AC, 3d6+6 damage	
Crushing Stone (Encounter, Standard) +16 vs. Ref, 4d10+6 damage	
Earth Tremor (Encounter, Standard) Burst 5, +14 vs. Ref, 3d10+6 damage, all creatures in burst are knocked prone.	
Alignment Unaligned	Languages –
Str 23 (+13)	Dex 22 (+13) Wis 18 (+11)
Con 20 (+12)	Int 10 (+7) Cha 10 (+7)
Equipment: Maul, Cloth Armour (Robes)	

Description Monstrous Compendium II: Terrors Beyond Tyr

Lore

DC 30: Ruvoka are extremely secretive and little is known about their homes.

Sand Bride

In their true form Sand Brides are made almost entirely out of sand, they are roughly humanoid in shape and have two glowing red eyes.

Sand Brides will often use Illusions to create the mirage of a lush Oasis, with itself as a beautiful woman (occasionally a man) waiting by its shore, this is so it can lure its Victim in to feed upon their life-force.

Sand Bride	Level 7 Lurker
Medium immortal humanoid (Negative Energy) XP 300	
Initiative +10; Senses Perception +3; HP 67; Bloodied 33; see also Life Force Drain AC 21; Fortitude 23, Reflex 22, Will 22 Speed 12, Burrow 4	
Pummel (At-Will, Standard) +12 vs. AC, 2d6+5 damage	
Melt Into Sand (Move Action, Recharge 4,5,6) When a combat is going badly the Sand Bride can melt into the sand and reappear somewhere else within 6 Squares.	

This does not provoke an attack of opportunity. When using this power the move into the sand counts as a shift, and the sand bride can move through occupied squares.

Life Force Drain (Encounter, Standard) <i>Healing</i> <i>The Sand Bride drains the life energy form their victim leaving them and empty husk.</i> +10 vs. Fort, 3d8+5 damage, on a successful hit the bride regains 16 hitpoints		
Alignment Chaotic Evil		Languages Various
Skills Stealth +11		
Str 14 (+5)	Dex 16 (+6)	Wis 10 (+3)
Con 19 (+9)	Int 10 (+3)	Cha 16 (+6)

Description Monstrous Compendium: Dark Sun

Tactics: Sand Brides hate intelligent creatures and have a significant amount of cunning. They use illusions to lure their victims into traps and then drain them in much the same way a Vampire drains their victims.

Lore

DC 15: Sand Brides are creatures from a plane of negativity that are trapped on Athas, Rumor has it these creatures are constantly looking for a worthy opponent to defeat them and send them back to their own plane of existence.

DC 20: Being that these creatures are entirely made of sand, standard weapons pass though them doing a minimal amount of damage.

DC 25: Sand brides can be slowed by the use of water. Wetting them will half their movement until they make a save.

DC 30: Sand Brides can be found out by conversing with them. Any information they have will be grossly out of date or just plain wrong.

Sand Howler

Sand howlers are desert-dwelling creatures that hunt in packs. They are known for their terrible howls that they use to signal each other when tracking down then prey. Worse than their howls are their eight terrible eyes that are capable of paralyzing anyone who gazes upon them.

Sand howlers are lizard like creatures that resemble dogs except for their eight eyes. The have oversized heads in order to support their many eyes. They have large yellow tusks. Sand howlers are dark brown to light brown in color, though the rare ones have white skin.

Sand Howler	Level 5 Lurker
Medium natural beast XP 200	
Initiative +10 Senses Perception +4; HP 49; Bloodied 24; AC 17; Fortitude 17, Reflex 19, Will 17 Speed 6	
Claw (At-Will, Standard) +10 vs. AC, 1d8+5 damage	
Bite (At-Will, Standard) +10 vs. AC, 1d10+4 damage	
Paralysing Gaze (Recharge 6, Standard) <i>Gaze</i> Close blast 2; +8 vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized (save ends).	
Alignment Unaligned	Languages –

Skills Stealth +11		
Str 15 (+4)	Dex 18 (+6)	Wis 15 (+4)
Con 13 (+3)	Int 8 (+1)	Cha 12 (+3)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Sand howlers prefer smaller prey, but when hungry they attack creatures as large as themselves. They prefer single victims rather than groups and only attack a group of intended victims if they outnumber the victims two to one and have the benefit of surprise over them.

Often single sand howlers go out on their own to track down food. Once they find potential prey, they let out a series of howls that signal the other members of their pack. The pack signal back and joins the scout. Victims almost never see the individual scouts, as sand howlers are adept at stalking and remaining out of sight, but they can hear the howls and might be able to follow their tracks should they find them.

Lore

DC 15: Sand howlers live and hunt in packs. A single, large, male sand howler leads each pack

DC 20: Their hunting skills are remarkable and their Keen sense of smell makes them among the best desert trackers available. Many mercenaries in Athas capture them and train them to chase down runaway slaves. In the Tableland those who fear them and those who would domesticate them have hunted them to near extinction in the last few years.

DC 25: Sand howlers make their dens in desolate Areas since they do not like to compete with other predators for food. Then dens are deep, labyrinthine Tunnel systems where they hide from the surface heat and where they hibernate for short periods of time. They often drag their prey back to their dens. Occasionally there is treasure among the remains of past victims.

DC 30: The pelts of white sand howlers often bring about 150 gp because of their rarity, beauty, and protection they provide from heat.

Sand Mother

The Sand Mother is an older, more powerful version of the Sand Bride. All outward appearances make it look like a Sand Bride, the difference usually cannot be told until it is too late.

There most common illusionary form is that of a matronly mother, who welcomes thirsty adventurers, offering to care for them until they have recovered.

Sand Mother	Level 9 Solo
Medium natural animate (fire, undead)	Lurker
	XP 2,000
Initiative +11 Senses Perception +3;	
HP 505; Bloodied 252; see also Life Force Drain	
AC 25; Fortitude 26, Reflex 27, Will 27	
Immune Water; Resist Normal Weapons 5;	
Speed 12, Burrow 6	
Pummel (At-Will, Standard)	
+14 vs. AC, 2d6+5 damage	
Melt Into Sand (Minor Action, Recharge 4,5,6)	

When a combat is going badly the Sand Bride can melt into the sand and reappear somewhere else within 6 Squares. This does not provoke an attack of opportunity. When using this power the move into the sand counts as a shift, and the sand bride can move through occupied squares.

Life Force Drain (Encounter, Standard) **Healing**

The Sand Bride drains the life energy from their victim leaving them and empty husk.

+12 vs. Fort, 3d8+5 damage, on a successful hit the bride regains 126 hitpoints

Evaporate Water (Standard, Recharge at Bloodied)

The Sand Mother can evaporate water almost at will, this included draining water from living beings leaving them dehydrated and weak.

Burst 1, +10 vs. Fort, 3d10+5 Dehydration damage, Victim is weakened (Save Ends)

Alignment Evil

Languages –

Skills Stealth +12

Str 14 (+5)

Dex 18 (+7)

Wis 10 (+3)

Con 21 (+10)

Int 10 (+3)

Cha 18 (+7)

Description Monstrous Compendium: Dark Sun

Tactics: Much like the Sand bride, the Sand Mother uses intelligence and cunning to get her victims. Being of higher intelligence, the Sand Mother also has far more patients and will wait until her victims are comfortable until attacking.

The Sand Mother does not have the conversation weakness of her Sand bride counterparts, and she will also make good use of traps in her “Oasis”, usually in the form of magically disguised pits.

Sand Vortex

The Sand Vortex (or Silt Vortex as it is also called) is a creature that lies in wait for unsuspecting prey to pass by over the Sea of Silt.

When uncovered in the sand the Vortex appears to be pancake shaped with grey skin that blends very well with the sand. They are typically about 40ft across and 5ft thick.

Sand Vortex	Level 15 Lurker
Huge Aberrant Beast (Psionic)	XP 1,200
Initiative +13 Senses Perception +12;	
HP 116; Bloodied 58;	
AC 29; Fortitude 32, Reflex 33, Will 32	
Speed 0 (They can slowly drift in the Silt, but this takes a lot of time, for all intents and purposes there speed is 0)	
Maw (Standard, At-Will)	
+20 vs. AC, 3d6+6 damage	
Whirlwind (Standard, At-Will) Earth	
Burst 1 within 15, +18 vs. Fort, 3d10+6 damage, Victims blinded (Ave Ends) and knocked prone	
Sandstorm (Minor, Encounter) Earth, Zone	
Burst 3, +18 vs. Fort, all Victims in range are Blinded as long as they stay within in the storm.	
Sustain: Minor	
Life Detection (Minor, Constant) Psionic	
The Sand Vortex has the Psionic ability to detect prey within 200ft, giving it a +10 to Perception when making an opposed roll against stealth within that range.	
Alignment Unaligned	
Languages –	
Skills Stealth +18	
Str 18 (+11)	Dex 23 (+13)
Con 20 (+12)	Int 4 (+4)
	Wis 20 (+12)
	Cha 12 (+8)
Description Monstrous Compendium: Dark Sun	

Tactics: The Sand Vortex will typically lie in wait under silt; even fliers are not safe from the Sand Vortex, as a sudden whirlwind may suck them down into the maw of the creature.

Lore

DC 20: Sand Vortexes only live in the Sea of Silt, this is largely because it is one of the few locations the silt is deep enough to support them.

DC 30: Rumors exist of huge sand vortexes over 100ft in diameter living in the farthest reaches of the Sea of Silt.

Scorpion

Barbed Scorpion

Barbed scorpions are incredibly large creatures that prey on any living thing they find. They make their homes in caves among the rocky badlands, but are found all over Athas, living wherever they can find enough food to exist Barbed scorpions average 10 feet long from pincher to tail. Their carapace is a dull gray to a dusty tan. They are covered with large, sharp, protruding barbs that can cause terrible damage to anyone who gets close to these creatures. Their long, segmented tail is as long as their body and arcs overhead with a venomous stinger the size of a short sword. They make a terrible clacking noise as they move about

Barbed Scorpion	Level 10 Brute
Medium natural beast (insect)	XP 500
Initiative +10 Senses Perception +8; Aura: Any body adjacent to the Barbed Scorpion at the start of a round must take an attack at +9 vs. Ref, 1d8+5 damage. From the scorpions vicious barbs HP 128; Bloodied 64; AC 22; Fortitude 27, Reflex 27, Will 25 Speed 5	
Pincer (At-Will, Standard) +13 vs. AC, 3d6+5 damage	
Bite (At-Will, Standard) +13 vs. AC, 1d8+5 damage	
Poison Sting (Encounter, Standard) Poison +11 vs. Fort, 4d8+5 poison damage, 5 Ongoing Damage	
Alignment Unaligned Languages –	
Str 21 (+10)	Dex 20 (+10) Wis 16 (+8)
Con 18 (+9)	Int 4 (+2) Cha 10 (+5)

Gold Scorpion

Gold scorpions are small scorpions found throughout Athas. Their name comes from their gold carapace that shines brightly in the sun. Because of their size, they can crawl into anything and are often unnoticed until it is too late.

Gold Scorpion	Level 3 Lurker
Small natural beast (insect)	XP 150
Initiative +8 Senses Perception +2; HP 40; Bloodied 20; AC 17; Fortitude 18, Reflex 18, Will 16 Speed 4	
Pincer (At-Will, Standard) +10 vs. AC, 1d10+3 damage, if the first attack hits, the	

Golden Scorpion gets a second attack at +8 vs. AC, 1d6+3 damage		
Bite (At-Will, Standard) +10 vs. AC, 1d6+3 damage		
Poison Sting (Encounter, Standard) Poison +8 vs. Fort, 3d6+4 Poison Damage, 2 Ongoing Damage (Save Ends) <i>Secondary Effect</i> +6 vs. Fort, 1d6+3 Poison Damage		
Alignment Unaligned Languages –		
Skills Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 12 (+2)
Con 16 (+4)	Int 4 (+2)	Cha 10 (+1)

Description Monstrous Compendium II: Terrors Beyond Tyr

Scrab

Scrabs are short, three-sectioned insect-like humanoids who live in nests under the desert. They have a thick, white, sectioned shell over most of their bodies. Scrabs have hundreds of tiny legs running the length of their bodies.

Scrab	Level 5 Lurker
Small natural humanoid (Psionic, Insectoid)	XP 200
Initiative +10 Senses Perception +3; HP 61; Bloodied 30; AC 19; Fortitude 19, Reflex 21, Will 19 Speed 8, Burrow 2	
Dagger (At-Will, Standard) +10 vs. AC, 1d10+3 damage	
Claw (At-Will, Standard) +10 vs. AC, 1d6+4 damage	
Chameleon (Free, At-Will) +5 to Stealth when in natural surroundings.	
Alignment Chaotic Evil Languages Scrab	
Str 10 (+2)	Dex 18 (+6) Wis 12 (+3)
Con 15 (+4)	Int 14 (+4) Cha 15 (+4)

Scrab Leader

Scrab Leader	Level 7 Controller
Small natural humanoid (Psionic, Insectoid)	XP 300
Initiative +7 Senses Perception +4; HP 80; Bloodied 40; AC 21; Fortitude 22, Reflex 23, Will 22 Speed 8, Burrow 2	
Dagger (At-Will, Standard) +12 vs. AC, 2d6+5 damage	
Claw (At-Will, Standard) +12 vs. AC, 1d8+5 damage	
Chameleon (Free, At-Will) +5 to Stealth when in natural surroundings.	
Psionic Blast (Encounter, Standard) Psionic Blast 3, +9 vs. Will, 3d8+5 psionic damage, all enemies in range Knocked Prone	
Alignment Chaotic Evil Languages Scrab	
Str 10 (+3)	Dex 19 (+7) Wis 13 (+4)
Con 16 (+6)	Int 14 (+5) Cha 16 (+6)

Scrab Hive Mother

Scrab Hive Mother	Level 13 Elite Controller
Large natural humanoid (Psionic, Insectoid)	XP 800
Initiative +12; Senses Perception +10; HP 246; Bloodied 123; AC 29; Fortitude 31, Reflex 31, Will 31	

Saving Throws +2
Speed 8, Burrow 2
Action Points 1
Dagger (At-Will, Standard) +18 vs. AC, 2d8+6 damage
Claw (At-Will, Standard) +18 vs. AC, 1d10+6 damage
Chameleon (Free, At-Will) +10 to Stealth when in natural surroundings.
Psionic Blast (Recharge when first bloodied, Standard) <i>Psionic</i> Blast 5, +15 vs. Will, 3d10+6 Psionic damage, all enemies in range Knocked Prone
Web (Encounter, Minor) Blast 3, +15 vs. ref, Victims Immobilised (Save Ends), the blast area remains rough terrain until the end of the encounter.
Alignment Chaotic Evil Languages Scrab
Str 10 (+6) Dex 22 (+12) Wis 19 (+10)
Con 19 (+9) Int 16 (+9) Cha 15 (+8)

Description Monstrous Compendium: Dark Sun

Tactics: All Scrabs are small and not particularly strong, they are however very intelligent. They usually use a tactic that involves half of the force being used to engage an enemy, while the leaders and hive mothers use magic and psionics to attack from afar, using the rest of the force as their personal bodyguards. Scrabs rarely use weapons any larger than a dagger.

Lore

DC 15: Scrabs have a deep hatred of Elves, so much so they will attack and kill any elf they find in any group. Elf flesh is considered a delicacy among the Scrab tribes.

DC 20: Scrabs require very little water to survive, making them perfectly suited to life on Athas' harsh surface.

DC 25: Most Scrab nests are located 10-15ft underground and are constructed of sand that the Scrab has solidified using a spittle they produce.

DC 30: Scrab Shell can be fashioned into a very good suit of armour

Shark, Athasian

The Athasian Shark is a large predator that stalks the last sea. They are large cartilage based creatures that are more or less savage, cold eating machines.

Athasian Shark	Level 5 Skirmisher
Large Natural Beast (Aquatic)	XP 200
Initiative +6; Senses Perception +4; HP 66; Bloodied 33; AC 19; Fortitude 21, Reflex 19, Will 19 Speed Swim 12	
Bite (At-Will, Standard) +10 vs. AC, 1d10+4 damage	
Swim By Bite (Encounter, Standard) Swim 6 squares, +8 vs. Ref, 3d8+4 damage, swim 6 squares.	
Alignment Evil Languages –	
Str 16 (+5) Dex 15 (+4) Wis 15 (+4)	
Con 18 (+6) Int 8 (+1) Cha 10 (+2)	

Description Mind Lords of the Last Sea

Tactics: Athasian Sharks hunt in packs, using their intelligence and superior hunting tactics to corner a

foe before going in for the kill.

Silk Wyrms

The silk wyrm is a snake with a hard, chitinous shell that measures over 50i in length. They are commonly seen flying through the air during the day searching for prey, but rarely attack until dusk, when they assume their shadow form and sneak into a camp to attack.

Silk Wyrms	Level 11 Solo Skirmisher
Large Magical Beast	XP 3,000
Initiative +11; Senses Perception +9 HP 356; Bloodied 178; AC 22; Fortitude 18, Reflex 22, Will 22 Resist Fire 5; Saving Throws +5 to all Saving Throws Speed 6, climb (spider climb), fly 6 (altitude limit 5, clumsy flying) Action Points 2	
Tail Whip (Standard, At Will) Reach 3, +11 vs. AC, 2d6+3 damage	
Tail Sweep (At Will Standard Action) Reach 3, +7 vs. Ref, 3d6+3, All Targets are knocked prone	
Poison Bite (Standard, Recharge ☐ ☐) ♦ Poison +9 vs. Fort, 3d6+3, Immobilized (Save Ends) Secondary Effect: Weakened (Save Ends)	
Shadow Form (Minor, Recharge ☐ ☐) ♦ Shadow The Silk Wyrms is invisible Until the Start of its Next Turn	
Alignment Unaligned Languages –	
Str 18 (+9) Dex 18 (+9) Wis 18 (+9)	
Con 13 (+6) Int 10 (+5) Cha 10 (+5)	

Description Dark Sun

Tactics: The silk wyrm will drag its paralyzed prey away and encase it in a sheath of silk, inside which the unfortunate victim will linger for up to two weeks. During this time, the silk wyrm will occasionally stick its head into the protective cocoon and bite the victim's neck, draining a little bit of blood and paralyzing him.

Lore

DC 25: The silk casing manufactured by the silk wyrm is valued in many cities for use in expensive clothing. And it is Flame Resistant

Silt Horror

Black Silt Horror

The Black Silt horror is the smallest and most common of the Silt Horrors. They resemble a d black octopus with a withering mass of barbed tentacles.

Black Silt Horror	Level 5 Soldier
Medium Aberration Beast	XP 200
Initiative +8 Senses Perception +2; HP 63; Bloodied 32; AC 21; Fortitude 19, Reflex 21, Will 19 Speed Burrow 6	
Constriction (At-Will, Standard) Reach 1, +10 vs. Ref, 1d6+4 damage, Victim Grabbed, 2 ongoing damage until grab broken A Silt Horror can Grab up to 8 enemies.	
Poison (Encounter, Standard) <i>Poison</i> Reach 1, +10 vs. Fort, 3d6+4 Poison Damage, Victim Immobilised (Save Ends) Secondary Effect: Victim Weakened (Save Ends)	
Id Insinuation (Encounter, Standard) <i>Psychic</i> Range 10, +10 vs. Will, 3d8+4 Damage, Victim Stunned	

(Save Ends)		
Air Jet (Encounter, Move)		
On the rare occasion that the Silt Horror is caught by surprise or is being defeated by its prey, it will use its Air Jet to escape.		
This action launches the silt horror 10 squares and Blast 3, +8 vs. Fort, Blinds all creatures within the burst area. (Save Ends)		
Alignment Evil	Languages –	
Str 13 (+3)	Dex 18 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 4 (-1)	Cha 15 (+4)
Description Monstrous Compendium III: Terrors Beyond Tyr		

Tactics: Black Silt Horrors hunt in packs and use pack tactics when they attack. They will normally divide into two groups and then try and drive their prey into their pack mates, who will be waiting in ambush.

Brown Silt Horror

The Brown Horror is an extremely feared variety of the Silt Horrors; it is a 20ft long Psionic east machine. They are not actually brown, but rather a dirty white in colour.

Brown Silt Horror		Level 9 Solo Lurker	
Huge Aberrant Beast		XP 2,000	
Initiative +13 Senses Perception +4;			
HP 495; Bloodied 247;			
AC 25; Fortitude 27, Reflex 28, Will 24			
Saving Throws +5			
Speed Burrow 6			
Action Points 2			
Claws (at-Will, Standard)			
Reach 3, +14 vs. AC, 2d6+5 damage			
Constriction (At-Will, Standard)			
Reach 3, +12 vs. Ref, 1d8+5 damage, Victim Grabbed, 5 ongoing damage until grab broken.			
A Silt Horror can Grab up to 8 enemies.			
Air Jet (Encounter, Move)			
On the rare occasion that the Silt Horror is caught by surprise or is being defeated by its prey, it will use its Air Jet to escape.			
This action launches the silt horror 10 squares and Blast 4, +10 vs. Fort, Blinds all creatures within the burst area. (Save Ends)			
Domination (Recharge 5,6, Standard) <i>Psionic</i>			
Range 15, +12 vs. Will, Victim is Dominated (Save Ends)			
While Dominated the Silt Horror can command the victim to attack with a basic melee attack as a minor action, once per round.			
Alignment Unaligned		Languages –	
Skills Stealth +14			
Str 18 (+8)	Dex 20 (+9)	Wis 10 (+4)	
Con 19 (+8)	Int 6 (+2)	Cha 15 (+6)	

Description Monstrous Manual: Dark Sun

Tactics: Brown Silt Horrors will often attempt to dominate other Silt horrors in an attempt to protect themselves. Being smaller than other horrors are susceptible to being attacked and eaten by them.

Lore

DC 15: Brown Silt Horrors are constantly hungry

DC 25: Brown Horrors are believed to be the result of cross breeding between Gray and White Horrors.

DC 30: A severed tentacle will grow back in around two weeks.

Gray Horror

Gray Horrors are a sickly Grey in colour with a multitude of sharp-edges tentacles. They are completely fearless.

Gray Silt Horror	Level 12 Elite Lurker	
Huge aberrant beast	XP 1,400	
Initiative +16; Senses Perception +12;		
HP 194; Bloodied 97;		
AC 28; Fortitude 31, Reflex 32, Will 29		
Saving Throws +2		
Speed Burrow 6		
Action Points 1		
Claws (At-Will, Standard)		
Reach 3, +17 vs. AC, 2d6+5 damage		
Constriction (At-Will, Standard)		
Reach 3, +15 vs. Ref, 1d8+5 damage, Victim Grabbed, 5 ongoing damage until grab broken		
A Silt Horror can Grab up to 8 enemies.		
Air Jet (Encounter, Move)		
On the rare occasion that the Silt Horror is caught by surprise or is being defeated by its prey, it will use its Air Jet to escape.		
This action launches the silt horror 10 squares and Blast 4, +13 vs. Fort, Blinds all creatures within the burst area. (Save Ends)		
Auditory Illusion (Recharge 6, Standard) <i>Illusion</i>		
Burst 3, +13 vs. Will, 3d8+5 Psychic Damage, Victim Distracted (See Dark Sun DMG) (Save Ends)		
Alignment Evil	Languages –	
Skills Stealth +17		
Str 18 (+10)	Dex 22 (+12)	Wis 10 (+6)
Con 19 (+10)	Int 6 (+3)	Cha 19 (+10)

Description Monstrous Compendium: Dark Sun

Tactics: The Gray Horror will use auditory illusions to attract its victim's close enough for it to grab its prey with its 25ft long tentacles. The typical noises it will make are the sounds of whispering or the sound of trickling water.

Lore

DC 15: Grey Horrors are solitary, hungry and aggressive creatures.

Magma Horror

The magma horror inhabits areas that are rife in volcanic activity. It is a blood-red color, deepening to black near the top of the head. It has eight tentacles that can grow as long as 25 feet. Unlike the other horrors, the magma horror is very intelligent and has formidable psionic abilities. Because the magma horror has no eyes, it uses its psionic powers to sense the presence of prey.

Magma Silt Horror		Level 12 Solo Lurker
Huge Aberrant Beast		XP 3,500
Initiative +14 Senses Perception +7;		
HP 590; Bloodied 295;		
AC 28; Fortitude 29, Reflex 30, Will 30		
Saving Throws +5		
Speed Swim 6		
Action Points 2		
Tentacles Lash (At-Will, Standard)		
Reach 3, +17 vs. AC, 2d6+5 damage		
Constriction (At-Will, Standard)		
Reach 3, +15 vs. Ref, 1d8+5 damage, Victim Grabbed, 5 ongoing damage until grab broken		

A Silt Horror can Grab up to 8 enemies.		
Jet Stream (Encounter, Standard)		
Blast 4, +13 vs. Ref, 3d8+5 Damage Steam Burns, Creature is propelled 12 squares with no attack of opportunity.		
Send Thoughts (Encounter, Standard) <i>Psionic</i>		
<i>The Magma Silt Horror sends it's alien thoughts to a victim, confusing them and leaving them dazed.</i>		
Range 15, +15 vs. Will, 4d8+6 Psionic Damage, Target is Dazed (Save Ends) While Dazed he will attack 1 adjacent ally per round (of the Silt Horrors Choosing) with a Basic Melee Attack.		
Psychic Crush (Recharge When First Bloodied, Immediate Interrupt) <i>Psionic</i>		
Burst 2 within 15, +13 vs. Will, 3d8+5 Psionic Damage, All victims in burst Dazed (Save Ends)		
Alignment Evil Languages –		
Skills Stealth +15		
Str 20 (+11)	Dex 19 (+10)	Wis 12 (+7)
Con 22 (+12)	Int 12 (+7)	Cha 19 (+10)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: The magma silt horror lies in wait in pools of magma, hot springs, fumaroles, and geysers. The horror uses its psionic abilities to sense the presence of prey and to lure that prey to it. If a creature large enough to be considered a meal is sensed, the magma horror attempts to establish psionic contact with its target and communicate with it using mind link and send thoughts. The ultimate goal of such a communication is to convince the being to approach the location of the horror.

Once the prey is in range, the magma silt horror launches its attack. If the magma silt horror is in danger of losing the combat or more than half of its tentacles, it uses its steam jet to escape.

Lore

DC 25: The magma silt horror is a solitary creature. It meets in frequently for mating purposes. Once the process is complete, it parts ways. The horror sometimes moves within its domain from a geyser to a hot spring to a lava flow, but always remains in familiar territory.

DC 30: As with all horrors, the magma silt horror is always ravenous and takes every opportunity to feed. This horror must feed at least once every six weeks or it begins to weaken. Sometimes this is a challenge, as the areas these creatures call home are not the types of places that many creatures frequent.

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 that can support its weight.

The red slit horror is one of the smaller horrors, measuring about 12 feet long. The creature gets its name from the scarlet hue of its leathery hide.

Red Silt Horror	Level 8 Lurker
Large aberrant beast	XP 350
Initiative +13; Senses Perception +4;	
HP 67; Bloodied 33;	
AC 22; Fortitude 24, Reflex 25, Will 23	

Speed Burrow 6		
Tentacle Lash (At-Will, Standard)		
Reach 2, +13 vs. AC, 2d6+5 damage		
Constriction (At-Will, Standard)		
Reach 2, +11 vs. Ref, 1d8+5 damage, Victim Grabbed, 4 ongoing damage until grab broken.		
A Silt Horror can Grab up to 8 enemies		
Air Jet (Encounter, Move)		
On the rare occasion that the Silt Horror is caught by surprise or is being defeated by its prey, it will use its Air Jet to escape.		
This action launches the silt horror 10 squares and Blast 3, +9 vs. Fort, Blinds all creatures within the burst area. (Save Ends)		
Psionic Blast (Encounter, Standard) <i>Psionic</i>		
Blast 4, +9 vs. Will, 3d10+5 Psionic Damage, all enemies in blast are knocked prone.		
Attraction (Encounter, Standard) <i>Psionic</i>		
Burst 3, +9 vs. Will, 3d8+5, all victims are pulled 2 squares.		
Alignment Unaligned Languages –		
Skills Stealth +14		
Str 15 (+6)	Dex 20 (+9)	Wis 10 (+4)
Con 19 (+8)	Int 7 (+2)	Cha 15 (+6)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: The red silt horror tries to lure prey to it using its psionic abilities to establish contact with its quarry. It uses its psionic attraction power to bring its prey closer. Once the red horror lures the creature close, this aggressive creature launches its attack.

Lore

DC 20: The red silt horror prefers to live in the Sea of Silt and stays there as long as it can maintain a regular diet. If traffic should slow to the point that the horror can't feed itself, it moves to another silt basin, a mudflat, or even the desert. This journey is always made at night to limit the chances that it is seen and attacked.

DC 25: The red silt horror has a voracious appetite. It has been known to devour creatures twice its size, only to catch another creature hours later. Giants are the favored food of the red silt horror.

White Silt Horror

White Silt Horrors are the largest and most common Silt Horror, its tentacles can grow to a length of 50ft and it uses them to drag its prey beneath the surface.

Silt Horror, White	Level 14 Lurker
Gigantic aberrant beast	XP 1,000
Initiative +17 Senses Perception +12;	
HP 110; Bloodied 55;	
AC 28; Fortitude 31, Reflex 32, Will 31	
Speed Burrow 6	
Claws (At-Will, Standard)	
Reach 4, +19 vs. AC, 2d8+6 damage	
Constriction (At-Will, Standard)	
Reach 4, +17 vs. Ref, 1d10+6 damage, Victim Grabbed, 5 ongoing damage until grab broken.	
A Silt Horror can Grab up to 8 enemies	
Air Jet (Encounter, Move)	
On the rare occasion that the Silt Horror is caught by surprise or is being defeated by its prey, it will use its Air	

Jet to escape. This action launches the silt horror 10 squares and Burst 5, +15 vs. Fort, Blinds all creatures within the burst area. (Save Ends)		
Alignment Unaligned		Languages –
Skills Stealth +17, Perception +12		
Str 18 (+11)	Dex 23 (+13)	Wis 10 (+7)
Con 20 (+12)	Int 4 (+4)	Cha 20 (+12)

Description Monstrous Manual: Dark Sun

Tactics: A White Horror will lie beneath the surface waiting for its prey to travel over the top of it. It can feel vibrations in the silt (because of this it is very hard to sneak up on)

Lore

DC 15: The White Silt Horror will eat anything except for other White Silt Horrors.

DC 25: A White Silt Horror can sustain its self for years off a single meal.

DC 30: When a Silt Horror's tentacle is dismembered, it can regenerate a new one at a rate of one per month.

Silt Runner

These small lizard men are common on Athas; they usually live their lives as raiders. Silt Runner's are small, green, scaled and ugly. They have protruding snouts with maws filled with sharp teeth.

Silt Runner Small natural humanoid (Reptilian)	Level 2 Skirmisher XP 125
Initiative +6 Senses Perception +1; HP 38; Bloodied 19; AC 16; Fortitude 16, Reflex 17, Will 15 Speed 8	
Wooden Spear (At-Will, Standard) <i>Weapon</i> +7 vs. AC, 1d10+3 damage	
Claw (At-Will, Standard) +7 vs. AC, 1d6+3 damage	
Hit and Run (Encounter, Standard) <i>Weapon</i> Must have combat advantage, +5 vs. Ref, 3d6+3 damage, shift 3 squares.	
Alignment Chaotic Evil	Languages –
Skills Stealth +9	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 9 (+0)
	Wis 10 (+1)
	Cha 12 (+2)
Equipment: Wooden Spear	

Silt Runner Guard

Silt Runner Guard Small natural humanoid (Reptilian)	Level 3 Skirmisher XP 150
Initiative +6 Senses Perception +6; HP 46; Bloodied 23; AC 17; Fortitude 17, Reflex 18, Will 16 Speed 8	
Wooden Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d10+3 damage	
Claw (At-Will, Standard) +8 vs. AC, 1d6+3 damage	
Hit and Run (Encounter, Standard) <i>Weapon</i> Must have combat advantage, +6 vs. Ref, 3d6+3 damage, shift 3 squares.	
Psionically Heightened Senses +5 to Perception due to ability to See Sound and Navigation abilities.	

Alignment Chaotic Evil		Languages –	
Skills Stealth +9			
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)	
Con 14 (+3)	Int 9 (+0)	Cha 12 (+2)	
Equipment: Wooden Spear, Wooden Shield			

Silt Runner Leader

Silt Runner Leader Small natural humanoid (Reptilian)	Level 4 Elite Skirmisher XP 350
Initiative +7 Senses Perception +7; HP 108; Bloodied 54; AC 20; Fortitude 20, Reflex 21, Will 17 Speed 8	
Wooden Spear (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 1d10+4 damage	
Claw (At-Will, Standard) +9 vs. AC, 1d6+4 damage	
Hit and Run (Recharge 5,6, Standard) <i>Weapon</i> Must have combat advantage, +7 vs. Ref, 3d6+4 damage, shift 3 squares.	
Psionically Heightened Senses +5 to Perception due to an ability to See Sound and Navigation abilities.	
Alignment Chaotic Evil	Languages –
Skills Stealth +11	
Str 12 (+3)	Dex 18 (+6)
Con 15 (+3)	Int 9 (+1)
	Wis 10 (+2)
	Cha 13 (+3)
Equipment: Wooden Spear, Wooden Shield	

Description Monstrous Compendium: Dark Sun

Tactics: Silt Runners use two basic types of attack, first off they will ambush using stealthy, hit and run tactics, the second is to over run an enemy using waves after wave of attacks.

Lore

DC 15: Silt Runners are tribal in nature and live in groups of up to 200 individuals.

DC 20: Silt Runner despises Elves and will turn away from any Caravan raid in order to attack a lone elf, if given the chance.

DC 25: Silt Runners will eat nearly anything but prefer to eat Elf Flesh. They reproduce through laying eggs.

Silt Serpent

Silt serpents are simply snakes that have adapted to the dusty shoals of the Silt Sea. They use the silt as camouflage and cover as they sneak up on their prey, and it is this tactic that gives them their name. Though they are small creatures, their venomous bite can bring down a hearty mul in seconds

Silt Serpent Small Natural Beast (Reptile)	Level 1 Elite Lurker XP 200
Initiative +3; Senses Perception +1; HP 26; Bloodied 13; AC 15; Fortitude 15, Reflex 16, Will 14 Speed 4	
Poison Bite (At-Will, Standard) <i>Poison</i> +6 vs. Fort, 1d6+3 damage plus Weakened and 2 ongoing damage (Save Ends Both)	
Alignment Evil	Languages –
Skills Stealth +8	
Str 10 (+0)	Dex 16 (+3)
Con 14 (+2)	Int 4 (-2)
	Wis 10 (+1)
	Cha 12 (+3)

Description Sea of Silt

Tactics: The silt serpent is a stalker and a master of stealth. The serpents have eyes, but it is their sense of vibration that provides them with most of their uncanny perception. A typical tactic of a snake is to lie completely beneath a shallow layer of silt. The dust packed in around the creature's sensory organs acts as a medium for vibrations. While buried beneath the surface, a silt serpent can sense things moving over the land or through the silt within a 40-foot radius. Often, a serpent rests upon a high vantage point and waits until it sees prey in the distance. Then it drops into the silt and tries to sneak up on its victim from below. This leaves a small trail in the serpent's wake, which an adventurer might notice on a Perception Check vs. Stealth. After the serpent has bitten exposed flesh it retreats back into the sands and waits for its victim to die.

Lore

A nature check will reveal the following to a character.

DC 25: Natives of the Sea of Silt know these serpents make very tasty meals.

DC 30: there are stories of giant Silt Serpents existing at the deeper points of the Sea of Silt.

Silt Spawn

Silt spawn are the young of the silt horrors that roam the Sea of Silt. Unlike their adult counterparts, coloration is more difficult to detect at this young age. It seems that the young are born with random colors and only take on the appearance of silt horrors as they reach maturity. Silt spawn only remotely resemble the adult creatures they will become, and few who see them would even guess at a connection between the smaller silt spawn and the huge, multi-tentacled silt horrors they grow into.

Silt spawn have tentacles and teeth, like the adult horrors, but they appear flatter, less bulbous. They keep this flat shape until reaching a size of about 10 feet long, and then they start to take on the characteristics that differentiate them as adult silt horrors

Silt Spawn	Level 2 Soldier
Medium Aberration beast	XP 125
Initiative +6; Senses Perception +1; HP 40; Bloodied 20; AC 18; Fortitude 17, Reflex 17, Will 16 Speed 8 (in Silt) Bite (At-Will, Standard) +7 vs. AC, 1d10+3 damage Grapple (At-Will, Standard) +5 vs. Ref, 1d6+3, victim is grabbed, for each round after 3 round of being grabbed, the victim must make endurance checks against suffocation.	
Alignment Unaligned	Languages –
Skills Stealth +9	
Str 12 (+2)	Dex 17 (+4)
Con 16 (+4)	Int 3 (-2)
	Wis 10 (+1)
	Cha 12 (+2)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Silt Spawn attempt to grapple and drag their prey under the sand, letting it suffocate before devouring it.

Lore

DC 15: Silt Spawn are young Silt Horrors.

DC 25: Silt Spawn live in the buried ruins with in the silt sea. These ruins protect them form larger predators.

Sink Worm

The Sink Worm is a 50ft long white worm that travels beneath loose sand and silt, leaving a sunken depression in the surface behind it.

Sink Worm	Level 14 Solo Brute
Gigantic natural beast	XP 5,000
Initiative +12; Senses Perception +7; HP 715; Bloodied 357; AC 28; Fortitude 34, Reflex 23, Will 29 Resist 10 Normal Damage; Speed 6, Burrow 9 Bite (Standard, at-Will) Blast 2 (Due to the size of the creatures mouth), +17 vs. AC, 3d6+6 damage Swallow Whole (Standard, Recharge When bloodied) Acid Must Have Surprise; ++15 vs. Ref, 4d10+6 Damage, 5 Ongoing Acid damage, After 3 rounds of being inside the sink worm a victim must start making endurance check against suffocation. A Sink Worm must be killed to recover a Swallowed victim. Once the Sink Worm reaches 0 hps the victim can safely exit the beast.	
Phasing (Movement, Encounter) Sink Worms have the ability to phase through solid rock and stone, they can phase up to 9 squares to get though any particular obstacle.	
Bloodied Retreat (Immediate Interrupt, When First Bloodied) The Sink Worm retreats 9 squares under the ground. This allows them to reroll their stealth score, and attempt to swallow another victim whole.	
Alignment Unaligned	Languages –
Skills Stealth +17 Str 21 (+12) Dex 21 (+12) Wis 10 (+7) Con 23 (+13) Int 4 (+4) Cha 17 (+10)	

Description Monstrous Compendium: Dark Sun

Tactics: A Sink Worm will travel up behind its prey until it is almost directly underneath them, it will then burst through the sand in an attempt to swallow them whole.

Lore

DC 15: Sink Worms are very aggressive hunters who will eat nearly anything.

DC 30: Sink Worms are hatched in small groups and immediately turn cannibal so the strongest survive to hand the sandy wastes.

Skyfish

A skyfish is an amphibious flying fish; it has the ability to survive both above and below the surface of the last sea.

Skyfish	Level 1 Minion
Medium natural beast (Aquatic)	XP 25
Initiative +3; Senses Perception +0;	

HP 1 , A Minion cannot be hit by a missed attack.		
AC 15; Fortitude 15, Reflex 16, Will 14		
Speed fly 15 (height 1), swim 12		
Bite (At-Will, Standard)		
+6 vs. AC, 7 damage		
Alignment Unaligned	Languages –	
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 14 (+2)	Int 4 (-2)	Cha 12 (+1)

Description Mind Lords of the Last Sea

Tactics: Skyfish hunt in huge packs, much like a piranha does. They can voracious hunters and are feared and respected by many of the fisherman that hunts them.

Lore

DC 15: Skyfishes mouth is full of rows ferocious teeth.

DC 20: Skyfish mate for life.

Slig

Sligs are wide-jawed humanoids of the desert wilderness. Sligs are tall and muscular, standing seven feet tall and weighing more than 300 pounds. Their skin color varies from a sickly white to tan and deep brown. Long red or auburn hair grows on their heads, forearms, and thighs, and sometimes on the back and rump as well. This hair is sometimes braided but more often left long. They have no ability to store fat in their bodies, so are especially lean in appearance.

Sligs seldom stand to their full height, instead adopting a hunched posture that allows their arms to assist in locomotion. Their arms and legs are extremely powerful. Their hands have a thumb and three very long fingers, each tipped with blunt black claws. Their heads are tapered at the top giving way to an extremely wide, but not protruding jaw. Their teeth are nasty, broken, and yellow, and are always displayed in a maniacal grin. Their eyes vary in color from black to silver beneath thick, almost reptile like ridges.

Slig	Level 5 Soldier
Large natural humanoid (Reptilian)	XP 200
Initiative +6 Senses Perception +9;	
HP 64; Bloodied 32;	
AC 21; Fortitude 21, Reflex 19, Will 19	
Speed 5	
Bone Bastard Sword (At-Will, Standard) Weapon	
+12 vs. AC, 1d10+4 damage	
Bite (At-Will, Standard)	
+12 vs. AC, 1d6+4 damage	
Ambush Assault (Encounter, Standard)	
Must Have Surprise, Combat Advantage; +10 vs. Ref, 3d8+4 damage, victims knocked back 2 squares.	
Co-Operative Attack	
For every Slig adjacent a slig gain a +1 to his AC and Damage Rolls.	
Alignment Unnatural	Languages –
Skills Nature +9, Perception +9	
Str 18 (+6)	Dex 15 (+4)
Con 16 (+5)	Int 10 (+2)
Cha 10 (+2)	
Equipment: Bone Bastard Sword	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Sligs are individually impressive, but not Invincible. What makes them particularly formidable is their ability to attack in concert with one another, seeking out new and interesting ways to corner and kill their prey. Those appearing in any encounter are a War band of males. Females and young are found only in the lair. Females flee with their young when discovered and never fight.

Sligs are smart enough to bait adventurers and ambush them, they can also track targets over long distances they will also partake in kidnapping and theft for profit.

Lore

DC 20: The war band is leaderless. There is no hierarchy among the warriors. The natural telepathy gives the sligs more cohesion and leadership than any chieftain could provide. Tactics are instantly conceived and executed by the collective group of warriors.

DC 25: Unlike most creatures of the sand wastes, sligs are actually sedentary monsters, preparing permanent homes from which they deploy their war bands. They are very adaptable to their terrain, taking advantage of the best of the local features to create a permanent, safe living environment.

Sloth, Athasian

The Athasian Sloth is a fast moving predatory creature that hunts the Forest Ridge. They are large creatures covered in brown fur, with light tan, brown and green spots marking them.

Athasian Sloth	Level 11 Elite Brute
Large natural beast	XP 1,200
Initiative +10 Senses Perception +5;	
HP 280; Bloodied 140;	
AC 25; Fortitude 30, Reflex 30, Will 26	
Resist 5 vs. Natural Poisons, 2 vs. Manufactured Poisons.	
Saving Throws +2	
Speed 9	
Action Points 1	
Bite (At-Will, Standard)	
+14 vs. AC, 3d6+5 damage, plus see Maw Grapple	
Claw (At-Will, Standard)	
+14 vs. AC, 2d6+5 damage, When one claw successfully hits, roll a second attack at +12 vs. AC, 2d6+5 damage to see if the second set of claws hits.	
Surprise Attack (Encounter, Standard)	
Must have surprise, and combat advantage, +12 vs. Ref, 4d8+5 damage, Victim knocked Prone and Stunned (Save Ends)	
Maw Grapple (Recharge 6, Immediate Interrupt)	
On a successful bite attack, the Sloth can make a secondary attack roll at +12 vs. Ref to see if it grips on to its victim, if successful the victim is grabbed and 10 ongoing damage until the grab is broken.	
Alignment Unaligned	Languages –
Skills Stealth +15	
Str 21 (+10)	Dex 20 (+10)
Con 20 (+10)	Int 4 (+2)
Cha 16 (+8)	

Description Monstrous Compendium: Dark Sun

Tactics: the Sloth will normal launch a surprise attack first, and follow up with deadly attacks with its front talons. If the victim has proved sturdy enough to

survive these vicious attacks it will follow up with a bite from its powerful jaws and attempt to grapple the target, slowly crushing it and letting it bleed to death.

Lore

DC 15: Sloths are territorial beasts that defend their homes and families fiercely.

DC 20: A single family of Sloths could devour an entire halfling village in a single night and they are usually not afraid to try.

DC 25: Athasian Sloths never attack each other, and if a set of parents in a family is killed it is very likely any young will be adopted by the first set of adult Sloths they come across.

DC 30: Athasian Sloths only have one natural enemy, Halflings; interestingly they combat this by actively hunting and killing halflings.

So-Ut (Rampager)

So-Ut are fierce creatures that live solely for the sake of destruction. They know no fear and hate anything made by humanoids.

The Rampager is a huge six-legged creature with gray scales that are unusually thick and almost impossible to cut through. The beasts' four rear legs are similar to that of a paciderm ending in round stumps, while the two front claws have dagger like claws.

The Rampagers face is the stuff of nightmares, it has long dirty fangs, glowing red eyes. Its nose is somewhat similar to a vestigial horn. They have small rounded ears that makes its hearing quite poor, but its sense of smell is very acute.

So-Ut	Level 15 Solo Brute
Large aberrant beast	XP 6,000
Initiative +12 Senses Perception +12;	
Aura of Fear, Aura 2, + vs. Will, 1d10+6 fear damage, Victims are Broken (See Dark Sun DMG)	
HP 755; Bloodied 377;	
AC 29; Fortitude 35, Reflex 32, Will 34	
Immune Psionic/Psychic; Resist 5 non-metal weapons.	
Saving Throws +5	
Speed 9	
Action Points 2	
Claws (At-Will, Standard)	
+18 vs. AC, 3d6+6 damage	
Bite (At-Will, Standard)	
+18 vs. AC, 2d6+6 damage	
Acidic Poison (Standard, Recharge 5,6) Acid, Poison	
+16 vs. Fort, 4d10+6 Acid and Poison Damage, 10 Ongoing Acid Damage (Save Ends)	
Armour Bite (Standard, Encounter)	
+18 vs. AC, a successful attack destroys the victims armour if he is wearing any, if the character is not wearing armour this is a normal bite attack.	
Alignment Chaotic Evil	Languages –
Str 20 (+12)	Dex 20 (+12) Wis 20 (+12)
Con 23 (+13)	Int 6 (+3) Cha 10 (+7)

Description Monstrous Compendium: Dark Sun

Tactics: So-Ut only attack at night, they will charge out of the darkness laying waste to all in their path

Lore

DC 15: So-Ut are carnivores, but rarely attack

humanoids for food, they attack humans for the “fun” of it.

DC 25: So-Ut scales make excellent armour.

Unfortunately the armour is every bit as hot to wear as a standard set of Metal Scale Armour.

Spider

Crystal Spider

Crystal Spiders are voracious predators that spin glass webs and are capable of focusing a beam of light that burns potential victims.

The Crystal Spider appears to be made entirely out of crystal.

Crystal Spider	Level 4 Elite Artillery
Large Aberrant Beast	XP 175
Initiative +6 Senses Perception +4;	
HP 45; Bloodied 22;	
AC 20; Fortitude 20, Reflex 22, Will 18	
Saving Throws +2	
Speed 6, Climb 6, Web 9	
Action Points 1	
Sharpened Forelegs (Standard, At-Will)	
+11 vs. AC, 1d10+4 damage	
Poison Bite (Standard, recharge 6) Poison	
+9 vs. Fort, 3d6+4 poison damage, plus immobilised (Save Ends)	
Grab (Standard, Encounter)	
+9 vs. Ref, 3d8+4 damage, victim is grabbed granting the Crystal spider combat advantage until he grab is broken.	
Light Beam (Recharge 5,6, Encounter) Heat	
Range 15, +9 vs. Ref, 3d8+4 heat damage	
Glass Web (Standard, Encounter)	
Burst 2, +9 vs. Dex, 3d6+4 damage + 5 ongoing damage until a save is made to free ones self from the web. The web remains as difficult terrain after victims have escaped. The Crystal Spider can move at normal speed on the web.	
Alignment Unaligned	Languages –
Skills Athletics +11	
Str 12 (+3)	Dex 18 (+6) Wis 15 (+4)
Con 15 (+4)	Int 6 (+0) Cha 10 (+2)

Description Monstrous Compendium: Dark Sun

Tactics: Crystal Spiders are solitary hunters that use their webs to set traps, and protect their nests. They are capable of focusing a beam of light into a burning beam, and this will normally be their first mode of attack, after that they will attempt to rend their foes paralyzed with their powerful neuron-toxin.

Lore

DC 30: Crystal Spiders actually survive on Sunlight, but do need the occasional liquid intake. For this they prefer the blood of humans.

Dark Spider

Taller than wide, dark spiders have a somewhat humanoid appearance to them, the oily night black chitin of their skin mottled with lurid red and maroon streaks.

They occupy dark ruins or subterranean spaces, and hunt in small groups part of a larger tribe governed by

a queen. Intelligent arachnids, some among them have mastered sorcery and the Way

Dark Spiderling Swarm

Dark Spiderling Swarm	Level 6 Soldier
Medium natural beast (spider, swarm)	XP 250
Initiative +9; Senses Perception +x; darkvision, tremor sense 5	
Swarm Attack aura 1; the dark spiderling swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of webbing.	
HP 72; Bloodied 36	
AC 22; Fortitude 21, Reflex 22, Will 21	
Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks	
Speed 4, climb 4 (spider climb)	
Swarm of Claws and Fangs (standard; at-will) +11 vs. Reflex; 1d10+4 damage.	
Move Into an Enemies Space A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.	
Travel Through Tight Spaces A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the <i>Player's Handbook</i> for squeezing rules.	
Alignment Unaligned	Languages –
Str 14 (+5)	Dex 19 (+7) Wis 16 (+6)
Con 16 (+6)	Int 1 (-2) Cha 8 (+2)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDERLING SWARM TACTICS: Disturbing dark spider egg sacs causes spiderlings to come out in a rush, forming a swarm that simply moves towards the nearest living creature that isn't a dark spider and swarm it. It usually avoids targets that are protected by dangerous auras.

Dark Spider Web Reaper

Dark Spider Web Reaper	Level 6 Minion
Medium magical beast (spider)	XP 63
Initiative +x Senses Perception +x; darkvision, tremor sense 10	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 21, Reflex 22, Will 21	
Speed 8, climb 8 (spider climb)	
Claw (standard; at-will) +11 vs. AC; 1d10+4 damage.	
Double Attack (standard; at-will) The dark spider web reaper makes two claw attacks. +9 vs. Ref, 1d6+4 damage, +7 vs. Ref, 1d6+4 damage	
Combat Advantage The dark spider web reaper deals an extra 1d6 damage against any target it has combat advantage against.	
Web Reaper The dark spider web reaper gains a +2 bonus to attack rolls and deals an extra 2 damage against immobilized creatures.	
Web Shift (minor; at-will) The dark spider shifts 1 square.	

Alignment Unaligned	Languages Dark spider
Skills Athletics +12, Insight +10, Stealth +12	
Str 10 (+2)	Dex 19 (+7) Wis 16 (+5)
Con 16 (+5)	Int 1 (-2) Cha 10 (+2)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDER WEB REAPER TACTICS: Dark spider web reapers swarm around the nearest foes, clawing the creatures to death, especially concentrating on targets that have been immobilized so as to cause extra damage. They use their superior speed to out maneuver foes. They typically fight until slain.

Dark Spider Mephiticant

Dark Spider Mephiticant	Level 6 Soldier
Medium magical beast (spider)	XP 250
Initiative +9; Senses Perception +3; darkvision, tremor sense 10	
HP 74; Bloodied 37	
AC 22; Fortitude 22, Reflex 22, Will 20	
Speed 6, climb 6 (spider climb)	
Bite (standard; at-will) ♦ Poison +13 vs. AC; 1d10+4 damage, and the target takes 3 ongoing poison damage and is weakened (save ends both).	
Pull Down (immediate reaction, following a successful bite attack) +11 vs. Fortitude; the target is knocked prone.	
Web (minor 1/round; at-will) Ranged 5 or Melee 1; +11 vs. Reflex; the target is immobilized (save ends).	
Block the Path The dark spider mephiticant gains a +2 bonus to attack rolls on opportunity attacks.	
Web Shift (minor; at-will) The dark spider shifts 1 square.	
Alignment Unaligned	Languages Common, dark spider
Skills Athletics +12, Insight +8, Stealth +12	
Str 12 (+4)	Dex 19 (+7) Wis 10 (+3)
Con 18 (+7)	Int 4 (+0) Cha 14 (+5)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDER MEPHITICANT TACTICS: Dark spider mephiticants protect the path to their queen, spraying distant foes with webbing to prevent their advance, and pulling down enemies trying to pass them by, in the process injecting a powerful poison through their bite

Dark Spider Sorcerer

Dark Spider Sorcerer	Level 6 Artillery
Medium magical beast (spider)	XP 250
Initiative +5; Senses Perception +x; darkvision, tremor sense 10	
HP 58; Bloodied 29	
AC 18; Fortitude 21, Reflex 22, Will 21	
Speed 6, climb 6 (spider climb)	
Bite (standard; at-will) +13 vs. AC; 1d6+4 damage.	
Noxious Exhalation (standard; recharge 5,6) ♦ Defile, Poison Close blast 3; dark spiders are immune; +9 vs. Fortitude; 3d6+4 poison damage, and the target is weakened (save ends).	
Shadow Whisps (standard; at-will) ♦ Defile, Necrotic	

Ranged 20; +11 vs. Fortitude; 3d8+4 necrotic damage, and the target grants combat advantage until the end of the dark spider sorcerer's next turn.		
Vitriolic Web (standard; at-will) ♦ Acid, Defile		
Ranged 5 or Melee 1; +11 vs. Reflex; 3d6+4 acid damage, and the target takes 5 ongoing acid damage and is immobilized (save ends both).		
Web Shift (minor; at-will)		
The dark spider shifts 1 square.		
Alignment Unaligned	Languages Common, dark spider	
Skills Arcana +12, Athletics +10, Insight +11, Stealth +10		
Str 12 (+4)	Dex 14 (+5)	Wis 16 (+6)
Con 16 (+6)	Int 19 (+7)	Cha 12 (+4)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDER SORCERER TACTICS: Staying behind mephiticans, dark spider sorcerers alternate between using *shadow wisps* and *vitriolic web* against distant foes, using *noxious exhalation* to help flanked dark spiders, who is immune to the power's effects

Dark Spider Mindshredder

Dark Spider Mindshredder	Level 6 Lurker
Medium magical beast (spider)	XP 250
Initiative +11; Senses Perception +5; darkvision, tremor sense 10	
HP 56; Bloodied 28	
AC 20; Fortitude 20, Reflex 22, Will 22	
Speed 6, climb 6 (spider climb)	
Bite (standard; at-will)	
+11 vs. AC; 1d6+4 damage.	
Mindshred (standard; at-will) ♦ Psychic	
Ranged 15; +9 vs. Will; 1d10+4 psychic damage; the dark spider mindshredder is invisible to the target until the start of its next turn.	
Cloud Mind (standard; sustain minor; encounter) ♦ Charm	
Close burst 3; +7 vs. Will; the dark spider mindshredder is invisible to the target. Affected targets are unable to see the mindshredder for as long as it sustains the effect, until the mindshredder attacks, or until it is hit by an attack.	
Combat Advantage	
The dark spider mindshredder deals an extra 1d6 damage against any target it has combat advantage against.	
Psionic Jaunt (move; recharge 6) ♦ Teleportation	
The dark spider mindshredder teleports 5 squares.	
Web Shift (minor; at-will)	
The dark spider shifts 1 square.	
Alignment Unaligned	Languages Common, dark spider
Skills Athletics +12, Insight +10, Stealth +12	
Str 12 (+4)	Dex 19 (+7)
Con 14 (+5)	Int 12 (+4)
	Cha 18 (+7)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDER MINDSHREDDER TACTICS: Dark spider mindshredders typically use *mindshred* on foes, all the while moving towards the enemy, relying on being invisible to its target to prevent accurate retaliation. It uses *psionic jaunt* to jump into enemy ranks, followed by *cloud mind* to become invisible and have combat advantage.

Dark Spider Queen

Dark Spider Queen	Level 13 Elite Controller
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Large magical beast (spider)	(Leader) XP 1,600
Initiative +10; Senses Perception +9; darkvision, tremor sense 10	
Queen Pheromones aura x; allied dark spiders in the aura deal double damage with basic attacks.	
HP 264; Bloodied 132; see also <i>steal life</i>	
AC 27; Fortitude 33, Reflex 32, Will 32	
Saving Throws +2	
Speed 6, climb 6 (spider climb)	
Action Points 1	
Claw (standard; at-will)	
+18 vs. AC; 1d10+6 damage.	
Double Attack (standard; at-will)	
The dark spider queen makes two claw attacks.	
+17 vs. Ref; 1d10+6 damage, +15 vs. Ref, 1d10+6 damage	
Bite (standard; at-will) ♦ Poison	
+18 vs. AC; 2d8+6 damage, and the target takes 5 ongoing poison damage and is dazed and weakened (save ends all).	
Web (minor 1/round; at-will)	
Ranged 5 or Melee 1; +17 vs. Reflex; the target is immobilized (save ends).	
Webbed Terrain (standard; recharge 6) ♦ Zone	
Area burst 2 within 10; +15 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.	
Chitin Song (minor; recharge 5,6) ♦ Defile, Fear	
Close burst 4; deafened creatures are immune; targets enemies; +15 vs. Will; the target takes a -2 penalty to all defences until the end of the dark spider queen's next turn.	
Steal Life (standard; usable only while bloodied; encounter) ♦ Defile, Healing, Necrotic	
Close blast 2; +15 vs. Fortitude; 4d8+6 necrotic damage, and the dark spider queen regains 12 hit points for every creature damaged by the attack.	
Mind Screech (standard; recharge Ω) ♦ Psychic	
Close blast 4; +15 vs. Will; 3d10+6 damage, and the target is dazed (save ends). <i>Miss:</i> Half damage and the target is not dazed.	
Swarming Spiders (standard; recharge Ω) ♦ Illusion, Psychic	
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing spiders; +15 vs. Will; 4d8+6 psychic damage, and the target takes ongoing 5 psychic damage and is immobilized (save ends both).	
Web Shift (minor; at-will)	
The dark spider shifts 1 square.	
Alignment Unaligned	Languages Common, dark spider
Skills Arcana +16, Athletics +15, Insight +14, Stealth +15	
Str 23 (+12)	Dex 18 (+10)
Con 20 (+11)	Int 20 (+11)
	Cha 20 (+11)

Description Monstrous Compendium II: Terrors Beyond Tyr

DARK SPIDER QUEEN TACTICS: A dark spider queen protects her egg sacs, and is constantly protected by web reapers that stay close to her so that they benefit from her *queen's pheromones* aura. She readily advances on enemies, using *mind screech* and *swarming spiders* whenever they recharge, blasting nearby intruders with *chitin song*, and using *webbed terrain* to prevent enemies from advancing on her position. Against an irksome opponent, she uses *chitin song* followed by *double attack*, and then uses her

action point biting the target, delivering her powerful poison into its veins.

DARK SPIDER LORE

A character knows the following information with a successful Nature check.

DC 15: Dark spiders are intelligent arachnids that live in subterranean lairs or shadowy ruins or caverns aboveground. They have no natural enemies, but often create ones through their predatory ways when nesting spiderlings.

Their social structure is based on castes. Dark spider eggs usually hatch into warriors, although a few mutations sometimes produce psionic or sorcerous individuals. A large tribe will produce a second queen that will either wrestle control of the tribe and kill the old queen, or be exiled to form her own.

The queen is a formidable creature, twice the size of a warrior, and an adept of sorcery born with mastery of the Way.

DC 20: Communicating with each other using a complex series of hisses and clicks, the more intelligent of dark spiders often can speak the tongue of humanoids with whom they trade.

Dark spider poison, especially that of queens, is greatly prized by assassins, and the wily creatures are not above trading their poison for warm meat for their young.

DC 25: Dark spiders can move freely over the webbing found all over their lair and can sense the vibrations of moving prey, as well as immobilize them by spraying webbing from a distance.

Dark spider egg sacs, ensconced in webbing, are closely guarded near the queen's location. Disturbing the sacs in any way will cause the spiderlings to reflexively burst forth and swarm the creature.

Encounter Groups

Dark spiders dig out lairs underground, slowly forming warrens, although they will empty and appropriate for themselves an occupied cavern or ruin if its occupants are less dangerous than the tribe is. Their queens are attracted to places of supernatural energies

Mountain Spider

Mountain spiders are large creatures that resemble most other spiders except for their size and color. They blend in well with their surroundings, taking on the coloration of the rocks within the area shortly after birth.

They make their dens in small caves on cliff walls and mountainsides. They often prey upon birds and other creatures that get too close to their caves. Wild Talents are very common among these arachnids.

Mountain Spider	Level 6 Soldier
Medium natural beast (insect)	XP 250
Initiative +9; Senses Perception +3;	
HP 73; Bloodied 36;	
AC 22; Fortitude 22, Reflex 21, Will 21	
Speed 6, Spider Climb 6	
Body Weaponry (At-Will, standard) Weapon, Psionic	
<i>The Mountain Spider can grow savage looking insectoid</i>	

limbs that they can use for stabbing, and slashing enemies.
+13 vs. AC, 1d10+4 damage

Poison Bite (Recharge 6, Standard) **Poison**

+11 vs. Fort, 3d6+4 poison damage plus Immobilised (Save Ends)

Secondary Effect: Victim Weakened (Save Ends)

Domination (Encounter, Standard) **Psionic, Charm**

+11 vs. Will, Victim is Dominated (Save Ends)
While the victim remains dominated, the Mountain Spider can order it to make basic melee attacks against anybody adjacent to them as a minor action.

Attraction (Encounter, Standard) **Psionic, Charm**

The Mountain Spider psionically calls its victim closer to it.

+11 vs. Will, 3d6+4 Psychic Damage, Victim is attracted to the spider, moving them 2 squares forward.

Alignment Unaligned

Languages –

Str 12 (+4)

Dex 16 (+7)

Wis 10 (+3)

Con 19 (+8)

Int 16 (+7)

Cha 16 (+6)

Silt Spider

Silt spiders are small spiders that easily blend into silt-filled areas. They can swim through silt easily and often attack unseen, deep within the silt. They swarm all over anything that comes within their area.

Silt Spider	Level 2 Lurker
Tiny natural beast (Insect)	XP 125
Initiative +8; Senses Perception +0;	
HP 32; Bloodied 16;	
AC 16; Fortitude 16, Reflex 17, Will 16	
Speed 6, Swim 6	
Bite (at-Will, Standard) Poison	
+7 vs. AC, 1d6 +3 poison damage	
Paralytic Poison (Recharge 6, Standard) Poison	
+5 vs. Fort, 3d6+3 Poison damage, victim Immobilised (Save Ends)	
<i>Secondary Effect:</i> Victim Slowed (Save Ends)	
Alignment Unaligned	
Languages –	
Skills Stealth +9	
Str 8 (+0)	Dex 17 (+4)
Con 14 (+3)	Int 4 (-2)
	Cha 14 (+3)

Silt Spider Swarm

Silt Spider	Level 2 Lurker
Tiny natural beast (Insect)	XP 125
Initiative +8 Senses Perception +0;	
Swarm Attack aura 1; the silt spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of webbing.	
HP 32; Bloodied 16;	
AC 16, Fortitude 16, Reflex 17, Will 16	
Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks	
Speed 6, Swim 6	
Bite (at-Will, Standard) Poison	
+7 vs. AC, 1d6 +3 poison damage	
Paralytic Poison (Recharge 6, Standard) Poison	
+5 vs. Fort, 3d6+3 Poison damage, victim Immobilised (Save Ends)	
<i>Secondary Effect:</i> Victim Slowed (Save Ends)	
Move Into an Enemies Space	
A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the	

space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.

Travel Through Tight Spaces

A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the *Player's Handbook* for squeezing rules.

Alignment Unaligned		Languages –
Skills Stealth +9		
Str 8 (+0)	Dex 17 (+4)	Wis 8 (+0)
Con 14 (+3)	Int 4 (-2)	Cha 14 (+3)

Spinewyrm

The spinewyrm is closely related to the silk wyrm and kills its victims by constriction. Like the silk wyrm, the spinewyrm has chitinous shell the hard shell makes it very difficult to damage these creatures. Bony plates run from head to tail. In addition to this shell, rows of cruel spikes adorn the plates. These spines impale a victim caught by the vice-like grip of the spinewyrm's constriction. Though these serpents have no wings, they can fly because of a special organ unique to the wyrms of Athas.

Spinewyrm	Level 8 Elite Soldier
Large Magical Beast (Psionic)	XP 500
Initiative +8; Senses Perception +11;	
HP 184; Bloodied 92;	
AC 26; Fortitude 27, Reflex 26, Will 23	
Speed 6, Fly 8	
Bite (At-Will, Standard)	
+15 vs. AC, 2d6+5 damage	
Constriction (At-Will, Standard)	
+13 vs. Ref, Victim Grabbed, 10 Ongoing Damage, If still Grabbed after 3 rounds, victim is unconscious (Save Ends) While a victim is being constricted the Spinewyrm has combat advantage over his victim.	
Spines (Recharge 6, Standard)	
Range 10, +13 vs. Ref, 3d8+5 Damage, Second attack against any creature in range, +11 vs. Ref, 2d8+5 Damage	
Ambushing Dive (Special, Encounter)	
Must have surprise, the Spine Wyrms moves 8 Squares and Attacks, +13 vs. Ref, 4d8+5 damage	
Shadow Form (Encounter, Move) <i>Psionic</i>	
In this form the Spinewyrm become insubstantial, allowing it to move through walls and solid object unhindered. Being insubstantial in this form, means the Spienwyrm takes half damage from all attacks. The Spinewyrm also has a +10 to stealth when in the form. Sustain: Minor	
Desert Chameleon (At-Will, Free) <i>Psionic</i>	
When this power is activated the Spinewyrm gain a +10 to stealth. Sustain: Minor	
Alignment Unaligned	
Languages –	
Skills Stealth +13, Perception +11	
Str 16 (+7)	Dex 19 (+8)
Con 20 (+9)	Int 7 (+2)
	Cha 10 (+4)

Description Monstrous Compendium II: Terrors of Tyr

Tactics: This creature flies over the Tablelands of Athas in search of prey, but it rarely attacks before dusk. Because the spinewyrm swallows its food whole, it often takes a great deal of time for digestion to be complete, particularly with large quarry. Even after the meal is consumed it can take as long as

12 hours for enough of the food to be digested to make movement practical.

Lore

DC 15: The spinewyrm is fascinated by any shiny objects and collects these things in its lair. Often gems, coins, jewelry. and any other object that glistens can be found in the spinewyrm's nest.

DC 20: The spinewyrm is a solitary creature that roams the countryside searching for food. Occasionally groups of two to six spinewyrms are seen traveling together. Since this generally happens during the same time of year, it is believed to be some type of mating migration.

DC 25: Spinewyrms keep a nest on some remote peak where they prefer to take their prey. The usually build these nests into a shallow cave that allows them to hide when they sleep and feed.

Spirit of the Land

Spirits of the Land are powerful being that inhabit the various geological features of Athas. They have very little direct contact with the world and prefer to do their work through Druid watchers and with natural phenomena.

Air Spirit

Spirit of the Land	Level 30 Solo
Large natural animate (Incorporeal, Elemental)	Artillery XP 95,000
Initiative +25 Senses Perception +29;	
HP 1,340; Bloodied 670;	
AC 44; Fortitude 51, Reflex 54, Will 53	
Immune Psionic, Psychic; Resist 10 vs. Non-Magical Weapons, Magic	
Saving Throws +5	
Speed 12	
Action Points 2	
Elemental Punch (At-Will, Standard) <i>Elemental</i>	
The Spirit of the Land can manifest itself as any form of the element it represents and physically attack an enemy. +37 vs. AC, 3d8+10 Damage	
Air Arrow (At-Will, Standard) <i>Elemental</i>	
Range 30, +34 vs. Ref, 3d8+10 damage	
Hurricane Blast (Encounter, Standard) <i>Elemental</i>	
Blast 10, +33 vs. Ref, 4d10+9 damage, All enemies in the blast area re knocked back 3 squares and knocked Prone.	
Gale (Immediate Interrupt, recharge 5,6) <i>Elemental</i>	
An attack on the Spirit causes a gale that blows enemies backwards.	
Trigger, The Spirit of the Land is attacked by a melee attack, +33 vs. Ref, 2d8+10 damage, Victims knocked back 5 squares.	
Incorporeal (Free Action, At-Will)	
Being insubstantial in this form, means the Spirit of the Land takes half damage from all attacks, except normal damage, from which they take no damage. The Spirit can also move through Solider items and is immune to Rough Terrain. Sustain: Minor	
Elemental Storm (Encounter, Standard) <i>Elemental</i>	
Burst 5 within 20, +33 vs. Ref, 5d10+9 damage, All victims knocked prone. The storm can be sustained, and moved by the elemental, each time a creature moves into an square occupied by the storm, or the storm moves into a square occupied by the it makes another attack.	

<i>Sustain</i> : Minor Action		
<i>Move</i> : A Move Action can move the storm up to 6 squares.		
Alignment Unaligned		Languages Any
Skills Nature +29, Perception +29		
Str 23 (+21)	Dex 31 (+25)	Wis 28 (+24)
Con 28 (+24)	Int 26 (+23)	Cha 20 (+20)

Earth Spirit

Spirit of the Land	Level 30 Solo
Large natural animate (Incorporeal, Elemental)	Brute XP 95,000
Initiative +22; Senses Perception +24; HP 1,325; Bloodied 663; AC 44; Fortitude 54, Reflex 51, Will 49 Immune Psionic, Psychic; Resist 10 vs. Non-Magical Weapons, Magic Saving Throws +5 Speed 12 Action Points 2	
Elemental Punch (At-Will, Standard) <i>Elemental</i> The Spirit of the Land can manifest itself as any form of the element it represents and physically attack an enemy. +32 vs. AC, 4d8+10 Damage	
Elemental Blast (Recharge 5,6, Standard) <i>Elemental</i> Blast 5, +29 vs. Ref, 5d12+9 damage, all enemies knocked prone	
Wall of Earth (Encounter, Standard) <i>Elemental</i> The Earth Elemental raise a wall of stone, this wall cannot be knocked down. Area Wall 10 within 15, 5 squares high. <i>Sustain</i> : Minor	
Incorporeal (Free Action, At-Will) Being insubstantial in this form, means the Spirit of the Land takes half damage from all attacks, except normal damage, from which they take no damage. The Spirit can also move through Solider items and is immune to Rough Terrain. <i>Sustain</i> : Minor	
Earthquake (Encounter, Standard) <i>Elemental</i> Burst 5, +29 vs. Ref, 4d10+9 damage, All victims in range are knocked prone. The Earth Spirit can maintain the earthquake causing difficult terrain, any body who has been knocked prone must make a save to stand. <i>Sustain</i> : Minor	
Alignment Unaligned	Languages Any
Skills Nature +29	
Str 31 (+25)	Dex 25 (+22)
Con 25 (+22)	Int 28 (+24)
	Wis 28 (+24)
	Cha 20 (+20)

Fire Spirit

Spirit of the Land	Level 30 Solo
Large natural animate (Incorporeal, Elemental)	Controller XP 95,000
Initiative +22; Senses Perception +24; HP 1,325; Bloodied 663; AC 46; Fortitude 52, Reflex 53, Will 53 Immune Psionic, Psychic; Resist 10 vs. Non-Magical Weapons, Magic Saving Throws +5 Speed 12 Action Points 2	
Elemental Punch (At-Will, Standard) <i>Elemental, Fire</i> The Spirit of the Land can manifest itself as any form of the element it represents and physically attack an enemy. +35 vs. AC, 3d8+10 fire Damage	
Sulphuric Winds (Recharge 5,6, Standard) <i>Elemental, Fire</i> Blast 8, +32 vs. Fort, 4d10+9 Poison Damage, Make an	

Endurance check at DC 25, or loose a healing surge due to dehydration.		
Wall of Fire (Encounter, Standard) <i>Elemental, Fire</i> Area 10 within 15, +32 vs. Ref, 4d10+9 fire damage, 10 ongoing fire damage (Save Ends) any body starting their turn adjacent to the Wall of Fire suffers an attack at +32 vs. Fort, 3d8+10 fire damage, 5 ongoing damage (Save Ends) <i>Sustain</i> Minor		
Incorporeal (Free Action, At-Will) Being insubstantial in this form, means the Spirit of the Land takes half damage from all attacks, except normal damage, from which they take no damage. The Spirit can also move through Solider items and is immune to Rough Terrain. <i>Sustain</i> : Minor		
Fire Storm (Encounter, Standard) <i>Elemental, Fire</i> Burst 5 within 20, +32 vs. Ref, 5d10+9 fire damage, 10 ongoing damage (Save Ends), the Firestorm can be moved up to 6 squares per round and can attack everybody standing adjacent to it at the end of its move. <i>Sustain</i> Minor <i>Move</i> Action, 6 Squares		
Alignment Unaligned	Languages Any	
Skills Nature +29		
Str 25 (+22)	Dex 24 (+22)	Wis 28 (+24)
Con 31 (+25)	Int 28 (+24)	Cha 20 (+20)

Forest Spirit

Spirit of the Land	Level 30 Solo
Large natural animate (Incorporeal, Elemental)	Skirmisher XP 95,000
Initiative +24; Senses Perception +25; HP 1,340; Bloodied 670; AC 44; Fortitude 53, Reflex 53, Will 54 Immune Psionic, Psychic; Resist 10 vs. Non-Magical Weapons, Magic Saving Throws +5 Speed 12 Action Points 2	
Elemental Punch (At-Will, Standard) <i>Elemental</i> The Spirit of the Land can manifest itself as any form of the element it represents and physically attack an enemy. +35 vs. AC, 2d8+10 Damage, The Forest Spirit can move up to 4 squares after making an attack.	
Entangle (Recharge 5,6, Minor) <i>Elemental</i> Burst 5, +31 vs. Ref, 4d10+9 damage, All enemies in range are entangles and Immobilised (Save Ends), Area remains rough terrain.	
Wall of Thorns (Encounter, Standard) <i>Elemental</i> Area 10 within 15, +31 vs. Ref, 4d10+9 damage, victims Immobilised (Save Ends) as they are entangled in thorns any body starting their turn adjacent to the Wall of Thorns suffers an attack at +32 vs. Fort, 3d8+10 damage, and is slowed (Save Ends) <i>Sustain</i> Minor	
Incorporeal (Free Action, At-Will) <i>Elemental</i> Being insubstantial in this form, means the Spirit of the Land takes half damage from all attacks, except normal damage, from which they take no damage. The Spirit can also move through Solider items and is immune to Rough Terrain. <i>Sustain</i> : Minor	
Control Plant Life (Encounter, Standard) <i>Elemental</i> Burst 10, all the plant life in the burst comes to life, under the Forest Spirits command. Each round the plants can either make a basic melee attack or entangle a foe. Each enemy in the burst gets an attack +33 vs. AC, 2d8+10 damage or +31 vs. Ref, for is Grabbed (Save	

Ends)		
Alignment Unaligned	Languages Any	
Skills Nature +30		
Str 20 (+20)	Dex 24 (+22)	Wis 31 (+25)
Con 28 (+24)	Int 28 (+24)	Cha 20 (+20)
Equipment:		

Water Spirit

Spirit of the Land	Level 30 Solo
Large natural animate (Incorporeal, Elemental)	Lurker XP 95,000
Initiative +24; Senses Perception +25; HP 1,340; Bloodied 670; AC 46; Fortitude 53, Reflex 53, Will 52 Immune Psionic, Psychic; Resist 10 vs. Non-Magical Weapons, Magic Saving Throws +5 Speed 12 Action Points 2	
Elemental Punch (At-Will, Standard) <i>Elemental, Water</i> The Spirit of the Land can manifest itself as any form of the element it represents and physically attack an enemy. +35 vs. AC, 2d8+10 Damage	
Water Blast (Recharge 5,6, Standard) <i>Elemental, Water</i> Blast 5, +31 vs. Ref, 4d10+9 damage, all victims in blast are knocked prone	
Wall of Water (Encounter, Standard) <i>Elemental, Water</i> The Water Spirit raise a wall of Water, this wall cannot be knocked down or passed through (even by insubstantial creatures). Area Wall 10 within 15, 5 squares high. <i>Sustain:</i> Minor	
Incorporeal (Free Action, At-Will) Being insubstantial in this form, means the Spirit of the Land takes half damage from all attacks, except normal damage, from which they take no damage. The Spirit can also move through Solider items and is immune to Rough Terrain. <i>Sustain:</i> Minor	
Drown (Encounter, Standard) <i>Elemental, Water</i> The Water spirit sucks victims into its self and the risk drowning. Burst 1, +31 vs. Fort, 4d10+9 damage, all victims are sucked 1 square forward into the Water Spirit. They are grabbed, if they do not break the Grab in 3 rounds they risk drowning (as in the DMG)	
Alignment Unaligned	Languages Any
Skills Stealth +29, Nature +30	
Str 20 (+20)	Dex 28 (+24) Wis 31 (+25)
Con 28 (+24)	Int 26 (+23) Cha 20 (+20)

Description Monstrous Manual: Dark Sun

Tactics: Spirits vary rarely enter combat themselves; they prefer to work through Druids, Clerics and natural Beasts. If forced too they can manifest a giant variety of their chosen element and assault with a variety of elemental powers.

Lore

DC 15: Spirits come in four different varieties, Air, Earth, Fire and Water. Each one manifests abilities connected to its element.

DC 20: A spirit of the Land will only ever communicate through a Druid or Cleric.

DC 30: A Spirit of the Land can never be truly killed, if it is reduced to zero hp it simply becomes incorporeal and returns to its home and regenerates.

Ssurran

Ssurrans are nomadic, humanoid reptiles. Some are raiders while others are simple hunters. As lizard men of the desert, they have adapted to the heat of the Athasian day and are active even during the blazing mid-day heat.

Adult ssurran are 4 to 6 feet tall, weighing from 180 to 225 pounds. There is little difference between males and females. Their skin tones range from light green to brown to red. Their faces are humanoid. but they have forked tongues. Ssurrans speak their own language that sounds like grunts, growls, and hissing. Their tails are 2 to 3 feet long and are not prehensile. Ssurrans typically dress in little more than loincloths, bone jewelry, and armor. They usually carry weapons they have taken from past victims.

Ssurran	Level 3 Brute
Medium natural humanoid (Lizard)	XP 150
Initiative +4; Senses Perception +2; HP 56; Bloodied 28; AC 15; Fortitude 18, Reflex 18, Will 16 Resist Fire 5; Speed 6	
Claw (At-Will, Standard) +6 vs. AC, 1d6+3 damage	
Bone Axe (At-Will, Standard) <i>Weapon</i> +6 vs. AC, 2d6+3 damage	
Bite (At-Will, Standard) +6 vs. AC, 1d10+3	
Savage Assault (Encounter, Standard) <i>Weapon</i> +5 vs. Fort, 3d8+3 damage, target Knocked Prone and Stunned (Save Ends)	
Alignment Unaligned/Evil	Languages Ssurran
Skills Endurance +9	
Str 17 (+4)	Dex 16 (+4) Wis 12 (+2)
Con 16 (+4)	Int 10 (+1) Cha 10 (+1)
Equipment: Bone Axe	

Ssurran Shaman

Ssurran Shaman	Level 3 Controller
Medium natural humanoid (Lizard)	XP 150
Initiative +2; Senses Perception +3; HP 47; Bloodied 23; AC 17; Fortitude 15, Reflex 15, Will 15 Resist Fire 5; Speed 6	
Claw (At-Will, Standard) +8 vs. AC, 1d6+3 damage	
Short Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 1d10+3 damage	
Bite (At-Will, Standard) +8 vs. AC, 1d6+3 damage	
Blast of Flame (Encounter, Standard) <i>Fire</i> Blast 4, +5 vs. Ref, 3d6+3 fire damage, 3 ongoing damage (Save Ends)	
Spiritual Guidance (Encounter, Minor) <i>Zone</i> Area burst 4 within 10, This prayer creates a Zone of ancestral energy that gives all Ssurans within the Burst a +1 to their attack roles. <i>Sustain:</i> Minor	
Alignment Unaligned/Evil	Languages Ssurran
Skills Endurance +7, Nature +8	
Str 17 (+4)	Dex 13 (+2) Wis 15 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)

Equipment: Short Spear

Ssurran Sub-Leader

Ssurran Sub-Leader Medium natural humanoid (Lizard)	Level 5 Brute (Leader) XP 200
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Initiative +4; **Senses** Perception +4;
HP 76; **Bloodied** 38;
AC 17; **Fortitude** 21, **Reflex** 19, **Will** 19
Resist Fire 5;
Speed 6

Claw (At-Will, Standard)
+8 vs. AC, 1d6+4 damage

Obsidian Battle Axe (At-Will, Standard)
+8 vs. AC, 2d8+4 damage

Bite (At-Will, Standard)
+8 vs. AC, 1d10+4 damage

Shamanistic Chant
Area burst 4 within 10. This prayer creates a Zone of ancestral energy that gives all Ssurans within the Burst a +1 to their attack roles and they each get a bonus +1 to all defences while in the zone.
Sustain: Minor

Alignment Unaligned/Evil	Languages Ssurran
Skills Endurance +10, Nature +9	
Str 18 (+6)	Dex 15 (+4) Wis 15 (+4)
Con 16 (+5)	Int 10 (+2) Cha 10 (+2)

Equipment: Obsidian Battle Axe

Ssurran Leader

Ssurran Shaman Medium natural humanoid (Lizard)	Level 8 Soldier (Leader) XP 350
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Initiative +9; **Senses** Perception +7;
HP 90; **Bloodied** 45;
AC 24; **Fortitude** 25, **Reflex** 23, **Will** 23
Resist Fire 5;
Speed 6

Claw (At-Will, Standard)
+15 vs. AC, 1d8+5 damage

Obsidian Greatsword (At-Will, Standard) *Weapon*
+15 vs. AC, 2d6+5 damage

Bite (At-Will, Standard)
+15 vs. AC, 1d8+5 damage

Scaled Champion (Encounter, Standard) *Weapon*
+13 vs. Ref, 3d10+5 damage, Victim Knocked Prone, all Ssurans within 3 squares gain 10 temporary hitpoints

Alignment Unaligned/Evil	Languages Ssurran
Skills Endurance +13, Intimidate +9	
Str 20 (+9)	Dex 17 (+7) Wis 17 (+7)
Con 18 (+8)	Int 10 (+4) Cha 10 (+4)

Equipment: Obsidian Greatsword

Ssurran Council Elder

Ssurran Shaman Medium natural humanoid (Lizard)	Level 14 Controller Elite (Leader) XP 2,000
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Initiative +12; **Senses** Perception +12;
HP 320; **Bloodied** 160;
AC 30; **Fortitude** 34, **Reflex** 31, **Will** 33
Resist Fire 10;
Saving Throws +2
Speed 6
Action Points 1

Claw (At-Will, Standard)
+19 vs. AC, 1d10+6 damage

Weapon (At-Will, Standard)

+19 vs. AC, 2d8+6 damage

Bite (At-Will, Standard)

+19 vs. AC, 1d10+6 damage

Scaled Prayers (Encounter, Standard) *Psychic*

+16 vs. Will, 3d10+6 Psychic Damage, all Ssurans within 5 squares gain a +1 to all defences.

Fiery Burst (Recharge When First Bloodied, Standard) *Fire*
Burst 3, +16 vs. Ref, 4d8+6 Fire Damage, 5 ongoing Fire Damage (Save Ends)

Alignment Unaligned/Evil	Languages Ssurran
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Skills Endurance +17, Nature +17

Str 23 (+15)	Dex 20 (+12)	Wis 20 (+12)
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Con 20 (+12)	Int 10 (+7)	Cha 14 (+9)
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Equipment:

Description Monstrous Compendium II: Terrors Beyond Athas

Tactics: Ssurrans are fierce but disorganized fighters who prefer to outnumber their opponents in a fair fight. They ambush their intended victims and attack from behind as often as possible should their intended victims be greater in number than they wish to handle. They fight an opponent until that single opponent is dead, then they loot the body and mark it with their claw so they can claim it as their own food after the battle.

Lore

DC 15: Ssurrans are strict carnivores. They prefer the flesh of halflings, but prey upon any living thing they find. Ssurrans are nomadic creatures and they generally stay in one area for only a few weeks before moving on.

DC 20: Ssurrans roam Athas, seeking shelter and food. There have been cases when multiple tribes have joined together against a common threat. These multitribal groups are led by a council of elders formed from the shaman/leaders of each tribe.

DC 25: Slavers and mercenaries often attack tribes of ssurrans in hopes of acquiring their young. Most tribes have about 25% their number in young. These young often tram as gladiators since they are exotic and their natural strength and fighting ability make them worthy combatants.

Some ssurrans earn or purchase their own freedom. They often become bodyguards to the wealthy, desert trackers, mercenaries, and even templars. The merchant houses highly seek their services as scouts because of their great survival instinct

DC 30: Ssurrans have few natural enemies, but many required ones. They prey on human, demihuman and humanoid settlements whenever possible. If they capture a large number of these creatures, ssurrans hold a great feast and sacrifice the rest to their obscure gods Ssurran eggs are inedible, as is their flesh, but their skin is sometimes worked as scale armor that is resistant to heat.

Stalking Horror (Moonbeast)

The stalking horror, also known as the moonbeast, is one of the most feared creatures on Athas. Few have seen one and survived to describe it. Those who escape are usually so addlebrained that their words make little sense. The only reported sightings are on

clear Athasian nights when the moons are in a specific alignment. The stalking horror is believed to be the result of some ancient summoning.

The moonbeast has a large octopoid body with at least 10 tentacles. Within the circle of tentacles lies its tooth-filled maw. Some witnesses report at least three rows of needle-sharp fangs inside. Its bulbous body is covered with 36 eyestalks, each a foot long. They give the beast 360-degree vision. It can retract the stalks to protect its eyes as it oozes through tight spaces. The tentacles are lined with hooks that it uses to grip and rend. They provide the primary means of locomotion for the beast. It reaches ahead with several tentacles and pulls its bulbous body behind it.

Its skin is a mottled gray and is covered with a slimy secretion. Both the slime and its amorphous body allow the beast to pull itself through openings as small as a human-sized doorway. Its tentacles, which can be up to 20 feet long, have the strength to tear apart buildings.

Stalking Horror	Level 18 Solo Controller
Huge aberrant beast	XP 10,000
Initiative +15; Senses Perception +10; Aura: Aura of Fear, 4 square Radius, + vs. Will, All victims immobilized with fear (Save Ends) HP 820; Bloodied 410; AC 34; Fortitude 38, Reflex 36, Will 39 Resist 10 Arcane; Saving Throws +5 Speed 6 Action Points 2	
Tentacle Strike (At-Will, Standard) +23 vs. AC, 2d8+7 damage	
Tentacle Constriction (At-Will, Standard) +22 vs. Ref, 1d10+6 damage, Victim is Grabbed, and Moonbeast has combat advantage, 5 ongoing damage until Grab is broken. The Moonbeast can grab up to 8 victims at a time.	
Bite (At-Will, Standard) Must have Combat Advantage, +25 vs. AC, 3d8+7 damage	
Cloud kill (Recharge When First Bloodied, Minor) Poison, Air Burst 5, 3d10+6 Poison Damage, 5 ongoing Poison Damage (Save Ends)	
Chain Lightning (Encounter, Standard) Lightning +22 vs. Ref, 3d10+6 lightning damage, If primary attack is successful, make a second attack +20 vs. Ref, 3d8+7 Lightning Damage, repeat secondary attack up to 5 times	
Psionic Thrust (Recharge 5,6, Minor) Psionic Blast 5, +21 vs. Ref, all victims knocked back 5 squares and knocked Prone.	
Displacement (Immediate Reaction, Recharge 6) Teleport Trigger, Being struck by a melee attack. The Moonbeast teleports 2 squares.	
Invisibility (Encounter, Minor) The Moonbeast turns invisible, gaining combat advantage over all enemies and is immune to Attacks of Opportunity. <i>Sustain:</i> Minor	
Alignment Chaotic Evil	Languages –
Str 22 (+15)	Dex 22 (+15)
Con 20 (+14)	Int 10 (+9)
	Wis 12 (+10)
	Cha 25 (+16)

Description Monstrous Compendium II: Terrors beyond Tyr

Tactics: These monsters are absolutely devastating in combat and have been known to destroy entire towns. The remains of herds of kanks, erdland, and even mekillots have been found completely decimated by these voracious eaters. Though the moon beast is usually invisible, its bulk causes a great deal of noise and vibrations, making surprise nearly impossible. The stalking horror always shows its true form before attacking.

Lore

DC 15: While the stalking horror eats almost anything, it has no natural predators. Its flesh is unpalatable to beings on the Prime Material Plane. Eating the flesh of the moonbeast causes nausea and hallucinations

DC 20: The moonbeast remains dormant for months or even years at a time. But when the moons of Athas are in the right configuration, the beast awakens from its dormancy to feed on the creatures of Athas. The moonbeast leaves its lair only at night, only to feed, and does so invisibly.

DC 25: The stalking horror prefers to lair away from civilization in caves and ruins that have long been abandoned. This allows the creature the time to meditate and rest without being disturbed. Stalking horrors position their lairs in very defensible locations.

T'Chowb

T'chowb are evil little beings that delight in draining intelligence from those smarter than them. They are tiny little humanoids (Standing around 1ft tall) with leathery, gray skin. It has beady red eyes and a purple ridge along its skull. They are hairless and its head looks far too large for its body.

T'Chowb Mindleech

T'Chowb Mindleech	Level 2 Elite Controller
Small natural humanoid	XP 250
Initiative +3; Senses Perception +4; darkvision HP 37; Bloodied 18 AC 18; Fortitude 16, Reflex 18, Will 19 Saving Throws +2 Speed 6 Action Points 1	
Intellect Drain (standard; at-will) ♦ Psychic +6 vs. Will; 1d6+3 psychic damage, and the target is dazed (save ends). <i>First Failed Save:</i> The target can only make basic attacks (ends when no longer dazed).	
Hypnotic Attraction (standard; sustain minor; at-will) ♦ Charm Ranged 10; +6 vs. Will; the target is immobilized until the T'Chowb mindleech's next turn.	
Dominate (standard; at-will) ♦ Charm Ranged 10; targets a dazed humanoid; +6 vs. Will; the target is dominated (save ends). A T'Chowb Mindleech can dominate only one creature at a time.	
Mind Drinker For each living creature reduced to 0 hit points through the T'Chowb mindleech's <i>intellect drain</i> , the T'Chowb gains a +1 bonus to attack rolls until the end of the encounter, as well as [healing surge] temporary hit points.	
Effacement The T'Chowb Mindleech is invisible to dazed and stunned creatures.	

Alignment Evil	Languages Common	
Skills Stealth +8		
Str 14 (+3)	Dex 14 (+3)	Wis 17 (+4)
Con 13 (+2)	Int 10 (+1)	Cha 10 (+1)

T'Chowb Mastermind

T'Chowb Mastermind	Level 5 Solo Controller
Small natural humanoid	XP 1,000
Initiative +4; Senses Perception +6; darkvision	
HP 310; Bloodied 155	
AC 21; Fortitude 19, Reflex 21, Will 23	
Saving Throws +5	
Speed 6	
Action Points 2	
Intellect Drain (standard; at-will) ♦ Psychic	
+9 vs. Will; 1d6+4 psychic damage, and the target is dazed (save ends). <i>First Failed Save:</i> The target can only make basic attacks (ends when no longer dazed).	
Hypnotic Attraction (standard; sustain minor; at-will) ♦ Charm	
Ranged 10; +9 vs. Will; the target is immobilized until the T'Chowb mastermind's next turn.	
Enslave (standard; at-will) ♦ Charm	
Ranged 10; targets a dazed humanoid; +9 vs. Will; the target is dominated (save ends). A T'Chowb mastermind can dominate only one creature at a time. <i>First Failed Save:</i> The target is enslaved. Enslaved targets are dominated, and only the death of the T'Chowb mastermind can end this domination. Once a creature is enslaved, a T'Chowb mastermind is free to dominate other creatures.	
Mind Devourer	
For each living creature reduced to 0 hit points through the T'Chowb mastermind's <i>intellect drain</i> , the T'Chowb gains a +2 bonus to attack rolls until the end of the encounter, as well as 77 temporary hit points.	
Effacement	
The T'Chowb mastermind is invisible to dazed and stunned creatures.	
Alignment Evil	Languages Common
Skills Stealth +9	
Str 15 (+4)	Dex 15 (+4)
Con 14 (+4)	Int 10 (+2)
	Wis 18 (+6)
	Cha 10 (+2)

Description Monstrous Manual: Dark Sun

Tactics: T'Chowb will nearly always avoid direct physical confrontation; they prefer to use their power to avoid face-to-face fights.

Lore

DC 15: T'Chowb are solitary creatures, because they are preoccupied with others of its kind trying to steal their own thoughts.

DC 20: T'Chowb can be found almost anywhere intelligent beings congregate.

DC 25: T'Chowb gain intelligence from draining the knowledge from their victims.

Tarek

Tareks are big, muscle-bound, and hairless bipeds that inhabit the hilly and mountainous areas of Athas. They have square, big-boned heads with sloping foreheads and massive brow ridges. Their flat noses have flared nostrils, and their domed muzzles are full of sharp teeth. Their powerful arms are so long that their knuckles drag along the ground. Tareks have a distinct musky odor that can be detected from as far

away as 15 feet.

Tareks move with jerky, awkward strides except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance unless the viewer happens to be on the receiving end of the deadly spectacle.

Tareks speak their own language, as well as the common language of the Tyr region. Their voices are harsh and guttural, as fearful in tone as their appearance and lust as powerful.

Tarek	Level 2 Brute
Medium natural humanoid	XP 125
Initiative +3 Senses Perception +3;	
HP 46; Bloodied 23;	
AC 14; Fortitude 18, Reflex 17, Will 17	
Speed 6	
Claw (At-Will, Standard)	
+5 vs. AC, 1d10+3 damage	
Bone Heartpick (At-Will, Standard) Weapon	
+5 vs. AC, 2d6+3 damage	
Mind Thrust (Encounter, Standard) Psionic	
+3 vs. Will, 3d8+3 Psionic damage, Victim is pushed back 2 squares.	
Fight Past Death	
<i>Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death.</i>	
Tarek can make a saving throw to attempt to fight on for as many rounds as their constitution modifier equals	
Alignment Unaligned	Languages Tarek, Common
Str 18 (+5)	Dex 15 (+3)
Con 16 (+4)	Int 14 (+3)
	Wis 15 (+3)
	Cha 10 (+1)
Equipment: Bone Heartpick	

Tarek Leader

Tarek	Level 3 Elite Brute (Leader)
Medium natural humanoid	XP 150
Initiative +3; Senses Perception +3;	
HP 112; Bloodied 56;	
AC 17; Fortitude 21, Reflex 17, Will 19	
Saving Throws +2	
Speed 6	
Action Points 1	
Claw (At-Will, Standard)	
+6 vs. AC, 1d10+3 damage	
Bone Heartpick (At-Will, Standard) Weapon	
+6 vs. AC, 2d6+3 damage	
Mind Thrust (Encounter, Standard) Psionic	
+4 vs. Will, 3d8+3 Psionic damage, Victim is pushed back 2 squares.	
Fight Past Death	
<i>Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death.</i>	
Tarek can make a saving throw to attempt to fight on for as many rounds as their constitution modifier equals	
Mighty Blow (Encounter, Standard)	
+6 vs. AC, 3d18+3 damage, all Tarek within 3 squares get a +1 to attack and damage rolls until the end of the next	

turn.			
Alignment Unaligned	Languages Tarek, Common		
Str 18 (+5)	Dex 15 (+3)	Wis 15 (+3)	
Con 16 (+4)	Int 14 (+3)	Cha 10 (+1)	
Equipment: Obsidian Heartpick			

Tarek Hero

Tarek	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +4; HP 65; Bloodied 32; see also @power reference AC #; Fortitude #, Reflex #, Will # Speed 6 Claw (At-Will, Standard) +12 vs. AC, 1d18+5 damage Bone Heartpick (At-Will, Standard) <i>Weapon</i> +12 vs. AC, 2d6+5 damage Mind Thrust (Encounter, Standard) <i>Psionic</i> +10 vs. Will, 3d10+5 Psionic damage, Victim is pushed back 3 squares. Fight Past Death <i>Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death.</i> Tarek can make a saving throw to attempt to fight on for as many rounds as their constitution modifier equals Revitalising Strike (Encounter, Standard) <i>Weapon, Healing</i> +12 vs. AC, 3d10+4 damage, All Tarek in 5 squares regain 10 hitpoints Alignment Unaligned Languages Tarek, Common Str 18 (+6) Dex 15 (+4) Wis 15 (+4) Con 17 (+5) Int 14 (+4) Cha 12 (+3) Equipment: Obsidian Heartpick	

Tarek Shaman

Tarek	Level 6 Controller
Medium natural humanoid	XP 250
Initiative +6 Senses Perception +6; HP 73; Bloodied 36; AC 20; Fortitude 22, Reflex 21, Will 21 Speed 6 Claw (At-Will, Standard) +11 vs. AC, 1d8+5 damage Obsidian Heartpick (At-Will, Standard) <i>Weapon</i> +11 vs. AC, 2d6+5 damage Mind Blast (Encounter, Standard) <i>Psionic</i> Blast 3, +8 vs. Will, 3d8+4 Psionic damage, All victims knocked back 2 squares. Fight Past Death <i>Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death.</i> Tarek can make a saving throw to attempt to fight on for as many rounds as their constitution modifier equals Elemental Burst (Encounter, Standard) <i>Elemental</i> Burst 2, +8 vs. Ref, 3d8+5 elemental (choose type) damage. All victims in range knocked prone. Alignment Unaligned Languages Tarek, Common Skills Nature +11 Str 19 (+7) Dex 16 (+6) Wis 16 (+6) Con 17 (+6) Int 14 (+5) Cha 12 (+4) Equipment: Obsidian Heartpick	

Tarek Chieftain

Tarek	Level 7 Solo Brute
Medium natural humanoid	(Leader) XP 1,500
Initiative +6 Senses Perception +6; HP 410; Bloodied 205; AC 19; Fortitude 23, Reflex 22, Will 22 Saving Throws +5 Speed 6 Action Points 2 Claw (At-Will, Standard) +10 vs. AC, 2d6+5 damage Obsidian Heartpick (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 2d8+5 damage Mind Thrust (At-Will, Standard) <i>Psionic</i> Blast 4, +6 vs. Will, 4d8+5 Psionic damage, All victims knocked back 3 squares. Fight Past Death <i>Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death.</i> Tarek can make a saving throw to attempt to fight on for as many rounds as their constitution modifier equals War Cry (Recharge 4,5,6, Minor) +6 vs. Will, 3d8+4 psychic damage, All Tarek in 10 squares gain +1 to all defences and can shift 1 square for free. Alignment Unaligned Languages Tarek, Common Skills Nature +11 Str 19 (+7) Dex 16 (+6) Wis 16 (+6) Con 18 (+7) Int 14 (+5) Cha 13 (+4) Equipment: Obsidian Heartpick	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Tareks are violent and aggressive. They place great value and honor in physical prowess. While tareks will use weapons, they shun armor of any sort. Instead, they rely on their own tough hides and natural combat agility to protect them.

Lore

DC 15: They sometimes wage great wars with the gith, as both of these races seek to control the same territory. If they hate elves because of their association with magic, then they hate gith because the gith are seen as abominations to the elemental earth forces. Gith set up lairs beneath the mountains tareks hold sacred, defiling the earth with their very presence (at least according to the teachings of the tarek shamans). As such, tarek communities see it as their sacred duty to keep gith out of the mountains and hills they have selected as their homes.

DC 20: Tareks gather in tribes, building small communities in the hills and mountains of the Tyr region. These communities often sustain themselves by raiding, and visitors are not welcome. Unless a group of visitors include an obvious elemental cleric, tarek warriors rush out to kill or drive the intruders away. In rare instances, members of a community will be sent out to trade with merchant caravans, but few traders will blindly conduct business with these representatives. More often than not, such representatives are decoys for an unseen raiding party.

More than one caravan has been taken by surprise while negotiating a deal with tarek traders.

DC 25: Tareks hate wizardly magic in all its forms. They go out of their way to destroy defilers, and they'll even chase away preservers who use their magic in the vicinity of a tarek community. This hatred of magic translates into a strong dislike for elves, since elves often deal in the business of spell components and have an innate love for all things magical. Tarek raiders often attack elf tribes that wander too close to their territory as an automatic response to the probable proximity of wizardly magic.

Tari

The other denizens of the Tyr region commonly refer to the tari as ratmen. They are small, furry humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Bunted freely as pests, the tari are the barbaric descendants of a once thriving culture who inhabited lands to the south of the Tyr region

The tari are unimpressive creatures, roughly 5 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 21/2 feet long, used mainly for balance, and just strong enough that they can wrap it around a branch and hang from it. Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of color for decoration.

Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers. Their mouths are filled with needlelike teeth, and to either side they have long black hairs that add to their overall ratlike appearance.

Tari	Level 3 Minion
Small natural humanoid	XP 38
Initiative +6 Senses Perception +3; HP 1hp, Minions can never be hit by a missed attack AC 17; Fortitude 17, Reflex 18, Will 17 Speed 5	
Diseased Bite (At-Will, Standard) <i>Disease</i> +6 vs. Fort, 7 damage, victim contract Filth Fever (as Rat in Monster Manual)	
Bone Spear (At-Will, Standard) <i>Weapon</i> +8 vs. AC, 5 damage	
Alignment Unaligned	Languages Tari
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 10 (+1)
	Wis 14 (+3)
	Cha 10 (+1)
Equipment: Bone Spear	

Tari Warrior

Tari	Level 5 Skirmisher
Small natural humanoid	XP 200
Initiative +8 Senses Perception +4; HP 63; Bloodied 31; AC 19; Fortitude 19, Reflex 21, Will 19 Speed 5	
Diseased Bite (At-Will Standard) <i>Disease</i> +8 vs. Fort, 1d6+4, victim may contract Filth Fever (As	

Rat in Monster Manual)		
Bone Sword (At-Will, Standard) <i>Weapon</i> +10 vs. AC, 1d10+4 damage		
Co-Operative Assault (Encounter, Standard) +8 vs. Ref, 3d6+4 damage, a successful strike allows any adjacent Tari to shift 1 square for free.		
Alignment Unaligned	Languages Tari	
Skills Stealth +11		
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 15 (+4)	Int 10 (+2)	Cha 10 (+2)
Equipment: Bone Sword		

Tari Chieftain

Tari	Level 4 Elite Skirmisher
Small natural humanoid	XP 350
Initiative +8 Senses Perception +4; HP 110; Bloodied 55; AC 20; Fortitude 20, Reflex 22, Will 18 Saving Throws +2 Speed 5 Action Points 1	
Diseased Bite (At-Will Standard) <i>Disease</i> +7 vs. Fort, 1d6+4, victim may contract Filth Fever (As Rat in Monster Manual)	
Bone Sword (At-Will, Standard) <i>Weapon</i> +9 vs. AC, 1d10+4 damage	
Attraction (Encounter, Standard) <i>Psychic</i> +7 vs. Will, 3d6+4 Psychic Damage, Victim is lured in by 2 squares.	
Darting Attack (Recharge 5,6, Standard) Shift 1 square, +7 vs. Ref, 3d8+4 damage, shift 2 more squares.	
Alignment Unaligned	Languages Tari
Skills Stealth +11	
Str 13 (+3)	Dex 18 (+6)
Con 15 (+4)	Int 12 (+3)
	Wis 15 (+4)
	Cha 12 (+3)
Equipment: Bone Sword	

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Tari are nocturnal scavengers and hunters that travel in packs A pack attacks humans or human-sized animals only if they outnumber them three to one. A pack has 5-30 normal tari, 2-12 warriors. and 1 chieftain. If they decide to attack, they wait until the quietest hours before dawn to surround and then attack. Warriors always stay in a single group around one arc of the enclosing circle, and the chieftain advances behind his warriors. Tari do not attack foes larger than human-sized, but they will trail the injured and weak, hoping they perish in the desert

Lore

DC 15: Tari wear no clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and the former are usually highly decorated with dyes, beads, and ceremonial garb

DC 20: The urban tari are denizens of the sewers and garbage heaps. By day they sleep beneath the filth of human society, and by night they gather the food and water to keep themselves alive, but they also seek out creature comforts for themselves and their chieftains. The small, furry thieves scour the buildings, scurrying up walls and through windows, stealing everything they can. They aren't particularly good thieves,

making a lot of noise, upsetting tables and toppling chairs in their clumsy approach. Though not work for children, a warrior can earn a good living hunting tari, earning about 8 ceramic pieces a head.

DC 25: Wasteland tari are nomadic scavengers, scouting miles in all directions to find the richest grounds, contending with the desert's other creatures for the little food to be had.

Tembo

The tembo is a despicable, furless, tawny-colored beast covered with loose folds of scaly hide. Varying between three and six feet in length, they usually stand about as high as a man's thigh. All four of their lithe feet end in long sharp claws, and huge canine fangs protrude from beneath the floppy lips of their squarish snouts. The tembo has huge, squarish ears, which it can turn in any direction, independently of each other.

Tembo	Level 11 Solo
Medium Aberration Beast	Skirmisher XP 3,000
Initiative +6, Senses Perception +4 HP 356; Bloodied 178; AC 27; Fortitude 24, Reflex 26, Will 26 Saving Throws +5 to Saving Throws Speed 7 Action Points: 2	
Claws (Standard, At-Will) +9 Vs AC, 2d8+4 damage	
Leap Attack (Standard, Recharge ☐)	
Reach 2, 2 Attacks; +9 Vs AC, 2d8+4 damage Each Successful Attack	
Draining Bite (Standard, Encounter) +7 Vs Fort, 3d10+4, Weakened (Save Ends)	
Shadow Form (Minor, Recharge ☐ ☐) ♦ Psionic, Shadow The Tembo is invisible Until the Start of its Next Turn	
Displacement (Move, At Will) ♦ Psionic, Teleport Teleport 4 Squares in any direction, Make a Basic Attack Claw after Teleport.	
Alignment Chaotic Evil	Languages –
Skills Stealth +14	
Str 18 (+9)	Dex 18 (+9)
Con 13 (+6)	Int 14 (+7)
	Wis 18 (+9)
	Cha 8 (+4)

Description Dark Sun

Tactics: Though all tembo love to fight, their battle tactics are as unpredictable as these vicious beasts themselves. Some attack by stealth from a short distance away, sneaking as close as possible to their victims, Others prefer to play with their victims, batting them from one paw to another. Still other tembos like to leap into the fray immediately, meeting their victims from the first round.

Lore

DC 15: Tembo prowl the desert, sometime sin small packs that seem to have no real organization or cohesiveness.

DC 20: Tembo's favorite meals are the young of humanoid races. Tembo are famous for sneaking into camps at night and dragging off children.

Thrax

The Thrax is a kind of “vampire” that drains water from its victims. The Thrax is a very intelligent creature and an implacable foe.

The Thrax appears to be humanoid, with ruddy skin colouration. It has dark hair and pointed ears, gaunt, angular features and deep blue eyes. Each one of the Thrax's long figures end is a small sucker.

Thrax	Level 9 Elite
Medium natural humanoid (Undead)	Skirmisher XP 800
Initiative +9; Senses Perception +7; HP 200; Bloodied 100; AC 25; Fortitude 28, Reflex 26, Will 24 Speed 9	
Water Drain (At-Will, Standard) Dehydration +12 vs. Fort, 1d8+5 damage, plus 2 ongoing damage (Save ends) plus the victim must make an endurance (DC 25) check each round until the save is made or loose a healing surge from dehydration.	
Shadow Form (Move Action, Encounter) Personal, The Thrax turns intangible, allowing it to pass through walls and making it immune to normal damage, in this form it is also incapable of causing normal damage. Sustain: Minor	
Cause Decay (Encounter, Standard) Necrotic +12 vs. Fort, 3d8+5 Necrotic Damage, victim is weakened (Save Ends)	
Displacement (Immediate Interrupt, Standard) Teleport Trigger: Melee attack, The Thrax teleports 2 squares and avoids the attack.	
Alignment Evil	Languages Common
Skills Bluff +10	
Str 12 (+5)	Dex 17 (+7)
Con 20 (+10)	Int 12 (+5)
	Wis 17 (+7)
	Cha 12 (+5)

Description Monstrous Compendium: Dark Sun

Tactics: The Thrax prefers to attack solitary creatures, either a being out by itself at night or a lone sentry suit its tastes nicely.

Lore

DC 15: Thrax very rarely live in cites, as the bodies they leave behind are far too obvious, not many creature drain a victim entirely of water. Many Thrax's will set up just out side of a village and prey on travelers coming two and from.

DC 20: Thrax will typically be encountered with a group of Desiccated Corpses, all previous victims of the Thrax.

DC 25: The Thrax can choose to make a victim another Thrax.

DC 30: Thrax are a form of undying creature, the Thrax can remember who and what he was in a past life, but the change is so complete that they have no free will against their impulses and so they commit heinous acts.

Thri-Kreen

Thri-kreen are a race of large, intelligent insects often referred to as mantis warriors. They are found in most areas of Athas and they prefer to roam the plains where they have hunting territories. Thri-kreen have no need of sleep and can remain active through the

day and night. Mature adult thri-kreen are 7 feet tall at the shoulder and 11 feet long. Six limbs protrude from their midsection, two are used for walking and the other four end in hands.

The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated law structure that manipulates food as the thri-kreen chews. The antennae help the individual to maneuver through brush and grasslands in the darkness (they also lessen any melee combat penalty from darkness or blindness by 1; missile combat is not affected). Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The two subspecies of thri-kreen found in the Tyr Region are the jeral and the toiksa. Jeral have short necks and antennae. Their hands each have three fingers and the shells of their abdomens are segmented. Toiksa have four-fingered hands, long necks, and long antennae. They also have a long, solid shell that covers the top of the abdomen, and a thin layer of skin that covers the rest of their chitin. The thri-kreen native language uses several sounds found in humanoid languages, but also uses clicks and grinding sounds. While it is difficult for other creatures to speak this tongue, it is just as difficult for thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some (perhaps 30%) understand common.

Kalak

The Kalak (scout) are small faster Thri-Kreens of the pack, they scout ahead for possible hunting and raiding locations. They are also used as spies and for forward warning of potential threats to the pack.

Kalak	Level 11 Lurker
Medium natural humanoid (insectoid)	XP 600
Initiative +10; Senses Perception +12; HP 92; Bloodied 46; AC 25; Fortitude 28, Reflex 28, Will 26 Speed 8	
Gythka (At-Will, Standard) <i>Weapon</i>	
+16 vs AC, 2d6+5 damage	
Chatkcha (At-Will, Standard) <i>Weapon</i>	
Range 9/18, +14 vs Ref, 1d8+5 damage	
Claw (At-Will, Standard)	
+16 vs. AC, 1d8+5 damage	
Poison Bite (Recharge 6, Standard) <i>Poison</i>	
+14 vs. Fort, 3d8+5 Poison Damage, Victim is Immobilised (Save Ends)	
Stealthy Attack (Encounter, Standard) <i>Weapon</i>	
Must have surprise, +14 vs Ref, 3d8+5 damage, 5 ongoing damage (Save Ends)	
Distracting Strike (Encounter, Standard) <i>Weapon</i>	
+16 vs AC, 1d8+5 damage, if the attack is successful, you gain combat advantage and can make a secondary attack, +14 vs Ref, 4d8+5 damage, and victim is stunned (Save Ends)	
Leap Attack (Encounter, Standard) <i>Weapon</i>	
Leap 3 squares, +9 vs. Ref, 3d8+4 damage	
Missile Dodge (Immediate Interrupt, Encounter)	
Trigger: The Thri-Kreen is attacked with a ranged	

weapon.

Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile

Alignment	Unaligned	Languages	Thri-Kreen
Skills Athletics +15, Perception +12, Stealth +15			
Str 16 (+8)	Dex 21 (+10)	Wis 14 (+7)	
Con 20 (+10)	Int 13 (+6)	Cha 16 (+8)	
Equipment: Gythka, Chatkcha			

Kik

Kik's are the raiders in a pack, they specialise in raiding. Usually raids are carried out on humanoid tribes and villges, usually for food, sometimes to kidnap humanoids... for food.

Kik	Level 16 Soldier
Medium natural humanoid (insectoid)	XP 1,400
Initiative +13; Senses Perception +9; HP 160; Bloodied 80; AC 32; Fortitude 35, Reflex 32, Will 32 Speed 7	
Claw (At-Will, Standard)	
+23 vs. AC, 1d10+7 damage	
Poison Bite (Recharge 6, Standard) <i>Poison</i>	
+21 vs. Fort, 3d10+6 Poison Damage, Victim is Immobilised (Save Ends)	
Gythka (At-Will, Standard) <i>Weapon</i>	
+23 vs AC, 2d8+7 damage	
Disabling Strike (Encounter, Standard) <i>Weapon</i>	
+21 vs Fort, 4d10+7 damage, Victim is Immobilised (Save Ends) and Knocked Prone	
Reaping Blow (Encounter, Standard) <i>Weapon</i>	
+23 vs AC, 4d10+7 damage, victim dazed (Save Ends), missed attack does half damage.	
Leap Attack (Encounter, Standard) <i>Weapon</i>	
Leap 3 squares, +9 vs. Ref, 3d8+4 damage	
Missile Dodge (Immediate Interrupt, Encounter)	
Trigger: The Thri-Kreen is attacked with a ranged weapon.	
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Elf Eater	
+1 attack and damage vs elves.	
Alignment	Unaligned
Languages	Thri-Kreen
Skills Athletics +18	
Str 18 (+8)	Dex 21 (+13)
Con 24 (+15)	Int 12 (+9)
	Cha 21 (+13)
Equipment: Gythka	

Kiltekit

Kiltekit are wander Thri-Kreen missionary's, they travel Athas looking to learn form outsiders and discover new truths. They are usually quite powerful psionicists and clerics.

Kiltekit	Level 12 Controller
Medium natural humanoid (insectoid)	XP 700
Initiative +9; Senses Perception +8; HP 123; Bloodied 61; AC 26; Fortitude 28, Reflex 28, Will 30 Speed 7	
Claw (At-Will, Standard)	
+17 vs. AC, 1d8+5 damage	
Poison Bite (Recharge 6, Standard) <i>Poison</i>	
+16 vs. Fort, 3d8+5 Poison Damage, Victim is Immobilised (Save Ends)	

Gythka (At-Will, Standard) <i>Weapon</i>		
+17 vs AC, 2d6+5 damage		
Psionic Blast (Encounter, Standard) <i>Psionic</i>		
Blast 3, +14 vs Will, 3d8+5 psionic damage, victims are pushed back 2 squares and knocked prone.		
Air Lense (Encounter, Standard) <i>Air, Divine</i>		
Burst 2 within 15, +14 vs Ref, 4d8+5 heat damage, 10 ongoing heat damage (Save Ends)		
Leap Attack (Encounter, Standard) <i>Weapon</i>		
Leap 3 squares, +16 vs. Ref, 3d8+5 damage		
Missile Dodge (Immediate Interrupt, Encounter)		
Trigger: The Thri-Kreen is attacked with a ranged weapon.		
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Alignment Unaligned Languages Thri-Kreen		
Skills Athletics		
Str 16 (+9)	Dex 16 (+9)	Wis 14 (+8)
Con 19 (+10)	Int 19 (+10)	Cha 22 (+12)
Equipment: Gythka		

Techakak

Techakak or Pack Psionicists are greatly respected members of every pack. They are considered wise, as well as powerful. Their Pack Psionicist is always easy to pick out, as their shells are covered in painted and stuck on decoration, signifying their status in the pack.

Techakak Level 15 Skirmisher		
Medium natural humanoid (insectoid) XP 1,200		
Initiative +14; Senses Perception +11;		
HP 148; Bloodied 74;		
AC 29; Fortitude 32, Reflex 32, Will 33		
Speed 7		
Claw (At-Will, Standard)		
+20 vs. AC, 1d10+6 damage		
Poison Bite (Recharge 6, Standard) <i>Poison</i>		
+19 vs. Fort, 3d10+6 Poison Damage, Victim is Immobilised (Save Ends)		
Gythka (At-Will, Standard) <i>Weapon</i>		
+20 vs. AC, 2d8+6 damage		
Domination (Encounter, Standard) <i>Psionic</i>		
+19 vs. Will, 3d10+6 Psionic damage, The victim is Dominated		
<i>Sustain:</i> Minor (Save Ends)		
Clairsentient Defences (Encounter, Immediate Interrupt) <i>Psionic</i>		
<i>Trigger:</i> The Thri-kreen is attacked by any attack, +2 to all defences until he end of the next round.		
Bio-Feedback (Encounter, Immediate Interrupt) <i>Psionic</i>		
<i>Trigger:</i> The Thri-Kreen is attack by any melee attack, +19 vs. Ref, 4d8+6 Psionic damage, victim is knocked back 1 square.		
Leap Attack (Encounter, Standard) <i>Weapon</i>		
Leap 3 squares, +19 vs. Ref, 3d10+6 damage		
Missile Dodge (Immediate Interrupt, Encounter)		
Trigger: The Thri-Kreen is attacked with a ranged weapon.		
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Alignment Unaligned Languages Thri-kreen		
Skills Athletics +17		
Str 16 (+10)	Dex 20 (+12)	Wis 18 (+11)
Con 20 (+12)	Int 14 (+9)	Cha 23 (+13)
Equipment: Gythka		

Thri-Kreen Mercenary

Thri-Kreen Mercenary Level 4 Soldier		
Medium natural humanoid (insectoid) XP 175		
Initiative +6 Senses Perception +2;		
HP 58; Bloodied 29;		
AC 20; Fortitude 20, Reflex 18, Will 18		
Speed 7		
Claw (At-Will, Standard)		
+11 vs. AC, 1d6+4 damage		
Catchaka (At-Will, Standard) <i>Weapon</i>		
Range 9/18, +9 vs. Ref, 1d10+3 damage		
Poison Bite (Recharge 6, Standard) <i>Poison</i>		
+9 vs. Fort, 3d6+4 Poison Damage, Victim is Immobilised (Save Ends)		
Leap Attack (Encounter, Standard) <i>Weapon</i>		
Leap 3 squares, +9 vs. Ref, 3d8+4 damage		
Missile Dodge (Immediate Interrupt, Encounter)		
Trigger: The Thri-Kreen is attacked with a ranged weapon.		
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Alignment Unaligned Languages Thri-Kreen		
Skills Athletics +9		
Str 14 (+4)	Dex 15 (+4)	Wis 10 (+2)
Con 18 (+6)	Int 12 (+3)	Cha 15 (+4)
Equipment: Bone Catchaka		

Thri-Kreen Shaman

Thri-Kreen Shamans are rare Thri-Kreen pack clerics. Usually Thei-Kreen follows the path of being a Psionicist rather than a cleric. They act as mystics within the pack, they are occasionally sought out by other Thri-Kreen for their wisdom and insight.

Thri-Kreen Shaman Level 12		
Medium natural humandoi (Thri-Kreen) Artillery		
XP 700		
Initiative +12 Senses Perception +10;		
HP 97; Bloodied 48;		
AC 24; Fortitude 28, Reflex 30, Will 28		
Speed 7		
Claw (At-Will, Standard)		
+19 vs. AC, 1d10+6 damage		
Poison Bite (Recharge 6, Standard) <i>Poison</i>		
+17 vs. Fort, 3d10+6 Poison Damage, Victim is Immobilised (Save Ends)		
Chatkcha (At-Will, Standard) <i>Weapon</i>		
Range 9/18, +17 vs Ref, 1d10+6 damage		
Burst of Air (Encounter, Standard) <i>Air, Divine</i>		
Burst 3, +15 vs Ref, 4d8+6 damage, all victims knocked back 2 squares and knocked prone.		
Air Arrow (Encounter, Standard) <i>Air, Divine</i>		
Range 20, +17 vs Ref, 4d8+6 damage		
Leap Attack (Encounter, Standard) <i>Weapon</i>		
Leap 3 squares, +17 vs. Ref, 3d10+6 damage		
Missile Dodge (Immediate Interrupt, Encounter)		
Trigger: The Thri-Kreen is attacked with a ranged weapon.		
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Alignment Unaligned Languages Thri-Kreen		
Skills Athletics +15, Nature +15, Religion +15		
Str 18 (+10)	Dex 22 (+12)	Wis 19 (+10)
Con 19 (+10)	Int 16 (+9)	Cha 14 (+8)
Equipment: Chakatcha		

Thri-Kreen, Typical

Typical Thri-Kreen	Level 5 Minion
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Medium natural humanoid (insectoid)	XP 50
Initiative +6 Senses Perception +2; HP 1hp, Minions can never be hit by a missed attack. AC 18; Fortitude 20, Reflex 18, Will 18 Speed 7	
Claw (At-Will, Standard) +9 vs. AC, 6 damage	
Poison Bite (Recharge 6, Standard) Poison +8 vs. Fort, 7 Poison Damage, Victim is Immobilised (Save Ends)	
Alignment Unaligned	Languages Thri-Kreen
Str 14 (+4)	Dex 15 (+4) Wis 10 (+2)
Con 18 (+6)	Int 12 (+3) Cha 15 (+4)
Equipment: Basic belongings	

Thri-Kreen Pack Leader

Thri-Kreen Pack Leader	Level 5 Soldier
Medium natural humanoid (insectoid)	(leader) XP 200
Initiative +6; Senses Perception +2; HP 63; Bloodied 31; AC 21; Fortitude 19, Reflex 19, Will 21 Speed 7	
Claw (At-Will, Standard) +12 vs. AC, 1d6+4 damage	
Poison Bite (Recharge 6, Standard) Poison +10 vs. Fort, 3d6+4 Poison Damage, Victim is Immobilised (Save Ends)	
Gythka (At-Will, Standard) Weapon Reach 1, +12 vs. AC, 1d10+4 damage	
Leap Attack (Encounter, Standard) Weapon Leap 4 squares, +10 vs. Ref, 3d8+4 damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Psionic Command (Encounter, Minor) Psionic Range 10, The Thri-Kreen Pack Leader can make a Thri-Kreen in range make a Basic Ranged or Melee attack.	
Alignment Unaligned	Languages Thri-Kreen
Skills Athletics +9	
Str 14 (+4)	Dex 15 (+4) Wis 10 (+2)
Con 15 (+4)	Int 12 (+3) Cha 18 (+6)
Equipment: Gythka	

Tik

The Thri-Kreen Tik (or Hunter) are the packs providers and protectors. They head out into the desert in search of edible creatures each day, returning in the afternoon carrying what ever they have been able to catch.

Tik	Level 10 Soldier
Medium natural humanoid (insectoid)	XP 500
Initiative +6 Senses Perception +6; HP 109; Bloodied 54; AC 26; Fortitude 27, Reflex 26, Will 26 Speed 7	
Gythka (At-Will, standard) Weapon +17 vs AC, 1d8+5 damage	
Zerka (At-Will, Standard) Weapon Range 9/18, +15 vs ref, 2d6+5 damage	
Claw (At-Will, Standard) +17 vs. AC, 1d8+5 damage	
Poison Bite (Recharge 6, Standard) Poison	

+15 vs. Fort, 3d6+4 Poison Damage, Victim is Immobilised (Save Ends)	
Hunter's Ambush (Encounter, Standard) Weapon +15 vs Ref, 4d8+5 damage, Victims are knocked prone and stunned (Save Ends), the Thri-Kreen must have combat advantage.	
Double Strike (Encounter, Standard) Weapon +15 vs Ref, 3d8+5 damage, make a secondary attack against the same target +13 vs Ref, 2d6+5 damage.	
Leap Attack (Encounter, Standard) Weapon Leap 3 squares, +15 vs. Ref, 3d8+4 damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Alignment Unaligned	Languages Thri-Kreen
Skills Athletics, Perception	
Str 16 (+8)	Dex 18 (+9) Wis 12 (+6)
Con 21 (+10)	Int 10 (+5) Cha 18 (+9)
Equipment: Gythka, Zerka	

Tik-Tik

Tik-Tik (or Guardians) are over-sized, powerful Thri-Kreen who protect the weak and defenseless members of the pack, They are capable of great brutality when fighting for the protection of the pack.

Tik-Tik	Level 14
Medium natural humanoid (insectoid)	Brute XP 1,000
Initiative +11; Senses Perception +9; HP 169; Bloodied 84; AC 26; Fortitude 32, Reflex 30, Will 32 Speed 7	
Gythka (At-Will, Standard) Weapon +17 vs AC, 3d6+6 damage	
Claw (At-Will, Standard) +15 vs. AC, 1d10+6 damage	
Poison Bite (Recharge 6, Standard) Poison +15 vs. Fort, 3d8+5 Poison Damage, Victim is Immobilised (Save Ends)	
Cleave (Encounter, Standard) Weapon +17 vs AC, 4d10+5 damage, any enemies standing adjacent to both the Thri-Kreen and the target take 10 points of damage each.	
Brutal Assault (Encounter, Standard) Weapon +17 vs AC, 4d10+5 damage, victim is Dazed (Save Ends) and knocked Prone.	
Leap Attack (Encounter, Standard) Weapon Leap 3 squares, +15 vs. Ref, 4d8+5 damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Alignment Unaligned	Languages Thri-Kreen
Skills Athletic +16, Endurance +18	
Str 23 (+13)	Dex 18 (+11) Wis 14 (+9)
Con 19 (+11)	Int 16 (+10) Cha 22 (+13)
Equipment: Gythka	

Zik-trin'ak

Zik-Trin are the Tohr-Kreen Leaders on the tablelands. Zik-Trin have been genetically altered by the Zik-Chil, they are physically built and also mentally programmed for certain functions.

Zik-trin'ak		Level 12 Elite
Large natural humanoid (insectoid)		Soldier XP 1,400
Initiative +14; Senses Perception +10; HP 246; Bloodied 123; AC 30; Fortitude 31, Reflex 32, Will 29 Saving Throws +2 Speed 7 Action Points 1		
Claw (At-Will, Standard) +19 vs. AC, 2d6+5 damage, if First attack hits, make a second attack for free, +17 vs. AC, 1d8+5 damage		
Catchaka (At-Will, Standard) Weapon Range 9/18, +17 vs. Ref, 2d6+5 damage, Make a secondary attack against any target in range for free, +15 vs. Ref, 1d8+5 damage		
Poison Bite (Recharge 5,6, Standard) Poison +17 vs. Fort, 3d6+4 Poison Damage, Victim is Immobilised (Save Ends) Secondary Effect: Victim Weakened (Save Ends)		
Leap Attack (Encounter, Standard) Weapon Leap 5 squares, +17 vs. Ref, 4d8+5 damage, make a second attack, +15 vs. Ref, 2d6+5 damage		
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Alignment Unaligned		Languages Thri-Kreen
Skills Athletics +14		
Str 16 (+9)	Dex 22 (+12)	Wis 19 (+10)
Con 19 (+10)	Int 14 (+7)	Cha 15 (+7)
Equipment: Catchaka		

Description Thri-Kreen of Athas.

Tactics: Zik-trin'ak never retreat, never surrender and never disobey an order from their leaders. They are steady, disciplined soldiers who are bred for fighting.

Lore

DC 15: These are great warriors created by process that alters the Keen physically and mentally.

DC 20: these Keen where once normal Thri-Kreen before going through a transformation process at the hands of the Zik-Chil Tohr-Kreen. The Process is irreversible.

Thri-Trin

Thri-trin are large intelligent insectoids, they appear much like the Thri-Kreen but they only have two large arms rather than four standard arms.

Thri-Trin		Level 6 Elite Lurker
Large natural humanoid (insect)		XP 500
Initiative +10; Senses Perception +6; HP 114; Bloodied 57; AC 22; Fortitude 24, Reflex 23, Will 21 Saving Throws +2 Speed 10 Action Points 1		
Claw (At-Will, Standard) +11 vs. AC, 1d10+4 damage		
Claw Grapple (At-Will, Standard) +9 vs. Ref, 1d10+3 damage, Victim Grabbed, Thri-Trin has combat advantage over the victim.		
Poisonous Bite (At-Will, Minor) Must have combat advantage, +9 vs. Fort, 1d6+3 Poison Damage, victim Immobilised (Save Ends)		

Leap Attack (Standard, Encounter)		
Leap 4 Squares, +11 vs. AC, 3d8+4 damage		
Alignment Unaligned		Languages –
Skills Nature +11, Stealth +11		
Str 19 (+7)	Dex 16 (+6)	Wis 16 (+6)
Con 15 (+5)	Int 7 (+1)	Cha 10 (+3)

Description Thri-Kreen of Athas

Tactics: Thri-Trin will attempt to grapple enemies with their giant claws, and then deliver a poisonous bite.

They are very good at stealth and usually prefer to keep completely still while waiting for an enemy to come along, once a target is close enough they will leap from their hiding spots attempting to grab hold of the target.

Lore

DC 15: Unlike Thri-Kreen, Thri-Trin have no real society, preferring the life of a nomadic hunter to a settled existence.

Tohr-Kreen (Mantis Noble)

Tohr-Kreen are larger more cultured Thri-Kreen. They are more civilized and not nearly as aggressive. The most common tohr-kreen of the north are the j'iez, who have black chitin, and the j'ihol, who are smaller and have red chitin. Members of both species have aggressive natures. Both are similar in most ways to thri-kreen.

Tikeech have green chitin and are relatively non-aggressive. Tondi have a similar temperament, but have chitin that is a pinkish-purple in color.

Tohr-Kreen, J'ez

Tohr-Kreen J'ez		Level 9 Elite
Large Natural Humanoid (Insectoid)		Soldier XP 800
Initiative +9; Senses Perception +7; HP 200; Bloodied 100; AC 27; Fortitude 26, Reflex 27, Will 26 Immune Charm; Vulnerable Cold 2 Saving Throws +2 Speed 8 Action Points 1		
Claws (At-Will, Standard) +16 vs. AC, 1d8+5 damage		
Gythka (At-Will, Standard) Weapon Reach 1, +16 vs. AC, 2d6+5 damage		
Chatkcha (At-Will, Standard) Weapon Range 9/18, 2 attacks per round, +12 vs. Ref, each hit does 1d8+5 damage.		
Venomous Bite (Recharge 6, Standard) Poison +14 vs. Fort, 3d8+5 Poison damage, Victim Immobilised (Save Ends)		
Leap Attack (Encounter, Standard) Leap 4 squares, +16 vs. AC, 3d10+5 damage		
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile		
Psionic Blast (Recharge When first bloodied, Standard) Psionic Blast 4, +12 vs. Will, 3d8+5 Psionic Damage, Victims		

knocked Prone		
Alignment Unaligned	Languages Thri-Kreen, Tohr-Kreen	
Skills Athletics +12		
Str 16 (+7)	Dex 17 (+7)	Wis 17 (+7)
Con 20 (+9)	Int 18 (+8)	Cha 14 (+6)
Equipment: Gythka, Chatcha x 6		

Tohr-Kreen, J'hol

Tohr-Kreen J'hol	Level 7 Elite
Medium Natural Humanoid (Insectoid)	Artillery XP 600
Initiative +7; Senses Perception +6; HP 128; Bloodied 64; AC 21; Fortitude 23, Reflex 25, Will 24 Immune Charm, Slow Effects; Vulnerable Cold 2 Saving Throws +2 Speed 8 Action Points 1	
Claws (At-Will, Standard) +14 vs. AC, 1d8+5 damage	
Returning Chatkca (At-Will, Standard) <i>Weapon</i> Range 9/18, 2 attacks per round, +12 vs. Ref, 2d6+5 damage, Once thrown each Chatkcha returns to the thrower.	
Gythka (At-Will, Standard) <i>Weapon</i> Reach 1, +14 vs. AC, 2d6+5 damage	
Venomous Bite (Recharge 6, Standard) <i>Poison</i> +12 vs. Fort, 3d8+5 Poison damage, Vitim Immobilised (Save Ends)	
Leap Attack (Encounter, Standard) Leap 4 squares, +14 vs. AC, 3d10+5 Damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Alignment Unaligned	Languages Thri-Kreen, Tohr-Kreen
Skills Athletics +10	
Str 14 (+5)	Dex 19 (+7)
Con 16 (+6)	Int 16 (+6)
Cha 12 (+4)	
Equipment: Gythka, Chatkcha	

Tohr-Kreen, T'keech

Tohr-Kreen J'ez	Level 7 Elite
Medium Natural Humanoid (Insectoid)	Controller XP 600
Initiative +6; Senses Perception +7; HP 160; Bloodied 80; AC 21; Fortitude 21, Reflex 21, Will 21 Immune Charm, and Slow Effects; Vulnerable Cold 2 Saving Throws +2 Speed 8 Action Points 1	
Claws (At-Will, Standard) +12 vs. AC, 1d8+5 damage	
Venomous Bite (Recharge 6, Standard) <i>Poison</i> +11 vs. Fort, 3d8+5 Poison damage, Vitim Immobilised (Save Ends)	
Leap Attack (Encounter, Standard) Leap 6 squares, +12 vs. AC, 3d10+5 Damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Sandstorm (Encounter, Standard) <i>Earth, Divine</i>	

Burst 2 within 15, +9 vs. Ref, 3d8+5 Elemental damage, All caught within the sandstorm are Blinded (Save Ends) Any creature moving into the sandstorm is attacked <i>Sustain:</i> Minor		
Alignment Good		Languages Thri-Kreen, Tohr-Kreen
Skills Athletics +9, Nature +12		
Str 12 (+4)	Dex 16 (+6)	Wis 19 (+7)
Con 16 (+6)	Int 14 (+5)	Cha 16 (+6)

Tohr-Kreen, Tondi

Tohr-Kreen Tondi	Level 7 Elite
Large Natural Humanoid (Insectoid)	Controller XP 600
Initiative +6 Senses Perception +7; HP 160; Bloodied 80; AC 23; Fortitude 22, Reflex 24, Will 25 Immune Charm, Slow Effects; Vulnerable Cold 2 Saving Throws +2 Speed 8 Action Points 1	
Claws (At-Will, Standard) +12 vs. AC, 1d8+5 damage	
Venomous Bite (Recharge 6, Standard) <i>Poison</i> +11 vs. Fort, 3d8+5 Poison damage, Vitim Immobilised (Save Ends)	
Leap Attack (Encounter, Standard) Leap 6 squares, +12 vs. AC, 3d10+5 Damage	
Missile Dodge (Immediate Interrupt, Encounter) Trigger: The Thri-Kreen is attacked with a ranged weapon. Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile	
Mind Thrust (Encounter, Standard) <i>Psionic</i> Burst 4, +9 vs. Will, 3d8+5 psionic damage, All enemies in burst are pushed back 2 squares and is knocked prone.	
Wall of Sand (Encounter, Standard) <i>Plant, Primal</i> Area 6 within 15, +11 vs. Ref, 3d10+5 damage, victims Immobilised (Save Ends) as they are entangled in thorns any body starting their turn adjacent to the Wall of Thorns suffers an attack at +11 vs. Fort, 2d6+5 damage, and is slowed (Save Ends) <i>Sustain</i> Minor	
Alignment Unaligned	Languages Thri-Kreen, Tohr-Kreen
Skills Athletics +10, Nature +12	
Str 14 (+5)	Dex 16 (+6)
Con 16 (+6)	Int 16 (+6)
Cha 14 (+5)	

Tohr-Kreen, Zik-Chil

Zik-Chil are a cold and aloof breed of Tohr-Kreen, they are sickly pale and have cold and aloof personalities. Their hands end in prehensile claws that work very much like fingers.

They create life forms in a method similar to life shaping and are responsible for the Zik-Trin.

Tohr-Kreen, Zik-Chil	Level 10 Elite
Large Natural Humanoid (Insectoid)	Skirmisher (Leader) XP 1,000
Initiative +11 Senses Perception +7; HP 218; Bloodied 109; AC 26; Fortitude 27, Reflex 28, Will 28 Vulnerable Cold 2 Saving Throws +2 Speed 8 Action Points 1	
Claws (At-Will, Standard)	

+15 vs. AC, 1d8+5 damage
Venomous Bite (Recharge 6, Standard) <i>Poison</i>
+13 vs. Fort, 3d8+5 Poison damage, Victim Immobilised (Save Ends)
Gythka (At-Will, Standard) <i>Weapon</i>
Reach 1, +15 vs. AC, 2d6+5 damage
Chatkcha (At-Will, Standard) <i>Weapon</i>
Range 9/18, 2 attacks per round, +11 vs. Ref, each hit does 1d8+5 damage.
Leap Attack (Encounter, Standard)
Leap 6 squares, +15 vs. AC, 4d8+5 Damage
Missile Dodge (Immediate Interrupt, Encounter)
Trigger: The Thri-Kreen is attacked with a ranged weapon.
Effect: The Thri-Kreen can make an Athletics check DC is the attack roll to dodge the missile
Command Zik-Trin (Recharge 5,6, Minor)
Can command a Tik-trin to make a melee basic attack.
Alignment Unaligned Languages Thri-Kreen, Tohr-Kreen
Skills Athletics +13
Str 16 (+8) Dex 18 (+9) Wis 14 (+7)
Con 21 (+10) Int 14 (+7) Cha 18 (+9)
Equipment: Gythka, Chatkcha

Description Monstrous Compendium: Dark Sun

Tactics: When forced into combat Tohr-Kreen are vicious and capable fighters.

Lore

DC 15: Tohr-Kreen never stay in one place long. They enjoy travelling and collecting artwork, which they will often wear.

DC 25: Tohr-Kreen are not fascinated b the hunt and they have no interest in eating Elf flesh, unlike most Kreen.

DC 30: Tohr-Kreen are occasionally met while travelling Athas. Rumor has it they are from some far of city of Tohr-Kreen in as of yet unknown lands.

Tul'k

The tul'k is a bony creature that predominantly inhabits the mountains of Athas, but it has been seen in other terrain. It is a gaunt, primitive, humanoid that stands as tall as a half giant. Its scalp lacks any skin or hair, leaving sun-bleached white bone to protrude through the top of its head. The tulik's lowbrow and large nose gives it an almost Neanderthal visage. Its skin is an ashen gray. It has body hair similar to a human's, that ranges from black to gray.

Tul'k	Level 6 Lurker
Medium Aberrant humanoid (Mutant)	XP 250
Initiative +11 Senses Perception +3;	
HP 60; Bloodied 30;	
AC 20; Fortitude 18, Reflex 18, Will 18	
Speed 6	
Punch (At-will, Standard)	
+11 vs. AC, 1d6+4 damage	
Head butt (At-Will, Standard)	
+11 vs. AC, 1d10+4 damage	
Shadow Form (Recharge When first bloodied, Minor)	
Shadow	
Personal, The Tul'k turns intangible, allowing it to pass through walls and making it immune to normal damage, in this form it is also incapable of causing normal damage.	
Sustain: Minor	
Ambush (Encounter, Standard)	

Must have surprise, +9 vs. Ref, 3d8+4 damage
Alignment Unaligned Languages –
Skills Stealth +12
Str 16 (+6) Dex 19 (+7) Wis 10 (+3)
Con 18 (+7) Int 7 (+1) Cha 14 (+5)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: In melee combat tul'ks are formidable foes and are unexpectedly cunning. A favored tactic of the tul'ks is to set ambushes among the rocks of their mountain homes. If given the opportunity to prepare, tul'ks use their shadow form ability in order to get close to their quarry

Lore

DC 15: While tul'ks are primitive creatures, they are not malicious. In fact, they are outright timid with most intelligent races. They attack only to obtain food. Though attacks on humans and humanoids are not unheard of, they normally occur in times when other tul'k food sources have become scarce. Favored food sources of tul'ks in elude Athasian rots, zital. and erdlu.

DC 20: The young that are born of a male other than the dominant male are allowed to grow old enough to fend for themselves and are then exiled from the clan. If the child's mother, or the child himself, can drive off the clan leader when he attempts to exile the child, the child is allowed to remain. Exiles that survive are rogue tul'k and are not accepted by any clan. New leaders pardon all offspring conceived prior to their tenure and the young are allowed to stay with the clan.

DC 25: Tul'ks group into bands of as many as 20 members. They are nomadic within the territory they call their home. They have a primitive form of communication that consists of grunts, growls, and hand signs. The hand signs are generally used in combat.

DC 30: Tul'ks are the degenerated remnants of the Dune Stalker elfen tribe. The mysterious Pristine Tower altered the elf tribe, turning them into tul'ks.

Venger

The venger looks much as it did in life, though it continues to decay as its quest for justice goes on. Its clothing rots, its flesh grows cold and gray. and its possessions slowly fall apart as time goes by

Venger	Level 5 Elite Brute
Medium natural animate (undead)	XP 400
Initiative +3; Senses Perception +3;	
HP 152; Bloodied 76;	
AC 19; Fortitude 23, Reflex 19, Will 20	
Resist 5 Normal, 5 Arcane	
Saving Throws +2	
Speed 5	
Action Points 1	
Claws (At-Will, Standard)	
+8 vs. AC, 2d8+4 damage	
Vengeful Grasp (At-Will, Standard)	
+6 vs. Ref, Victim is Grabbed, While the grapple is maintained the victim suffer 10 hit points damage per turn.	
Death Throes (When Venger reaches 0 hitpoints, Encounter)	

When the Venger's body is destroyed, its rage explodes with a powerful force, sending bone fragments flying in all directions.

Burst 4, +6 vs. Ref, 3d8+4 damage

Rage (Refresh When first Bloodied, Standard)

The Venger's rage boils to the surface in a brutal attack if anybody stands in the way of its quest for vengeance.

+8 vs. AC, 3d10+4 damage

Alignment Unaligned

Languages Common

Str 18 (+6)

Dex 13 (+3)

Wis 13 (+3)

Con 16 (+5)

Int 14 (+4)

Cha 10 (+2)

Description City By The Silt Sea

Tactics: A venger ignores the presence of all save the one who did it wrong--unless others get in the way. So, a venger could approach an innocent character and pass right by as it searched for the one who wronged it. If the innocent blocks the venger's path or attempts to slow it through attacks or obstacles, the venger turns its attention on the innocent until the obstacles no longer remain. In other words, a venger will fight those who attempt to hamper its undead quest.

Lore

DC 15: A venger has a single goal to its existence. It seeks to destroy the person or creature that willfully wronged it. This usually involves hunting down the one who wronged it, but sometimes it can involve finding a way to right the wrong that was committed.

DC 20: A venger is the animated remains of some strong willed being who suffered a great wrong in life. An intelligent creature who survives beyond the death of the being must have committed the wrong who will become the venger

DC 25: At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger some days later.

Villich

Villich are females born to normal humans. No body can predict the birth of a Villich and their birth is always looked upon as being a bad omen, and they are therefore shunned. When the girl comes of age she is moved to a convent of her own kind.

Villich are unusually long of limb and unusually tall, but apart from that they appear to be normal human females.

Villich	Level 12 Solo
Medium natural humanoid (Psionic)	Controller XP 3,500
Initiative +10 Senses Perception +14; HP 615; Bloodied 307; AC 26; Fortitude 30, Reflex 30, Will 32 Saving Throws +5 Speed 6 Action Points 2	
Short Sword (At-Will, Standard) +17 vs. AC, 2d6+5 damage	
Hand Axe (At-Will, Standard) +17 vs. AC, 1d8+5 damage	
Dagger (At-Will, Standard) 5/10, +16 vs. Ref, 1d8+5 damage	
Psionic Blast (Recharge 5,6, Standard) <i>Psionic</i>	

Blast 5, +14 vs. Will, 4d8+5 Psionic Damage, All enemies are pushed back 3 squares and knocked prone

Telekinetic Burst (Recharge 5,6, Immediate Interrupt) *Psionic*

When hit by a melee attack, the Villich makes this attack as an immediate reaction, Burst 3, +14 vs. Will, 3d8+5 psionic damage, all enemies Knocked prone.

Ballistic Attack (Encounter, Standard) *Psionic*

Burst 1 within 15, +14 vs. Ref, 4d8+5 damage

Id Insinuation (Recharge 6, Standard) *Psionic*

Range 20, +16 vs. Will, 3d8+5 Psionic damage, Victim Stunned (Save Ends)

Alignment Unaligned

Languages –

Skills Insight +14, Perception +14

Str 12 (+7)

Dex 19 (+10)

Wis 17 (+9)

Con 19 (+10)

Int 14 (+8)

Cha 22 (+12)

Equipment: Leather Armour, Short Sword, Dagger, Hand Axe

Description Monstrous Compendium: Dark Sun

Tactics: Villich are not aggressive, and usually will only fight if they are cornered and need to defend them selves. Villich never wear or use metal equipment, as they feel it is unclean. Villich always prefer to attack using their psionics.

Lore

DC 15: Villich are pale, although not quite albino and are sensitive to sunlight, so they nearly always cover up with a cloak.

DC 20: All Villich are sterile.

DC 25: Villich can be extremely vengeful, if an envoy is attacked the will hunt down the attacker and put them to death in the most painful ways possible.

DC 30: Villich all live in a convent. They are all very close and will never attack each other and almost never argue. They do wander far and wide from their convent.

Wall-Walker

Wall-walkers are subterranean hunters that live in the caverns and passages beneath Athas's burning surface. The first generation dray that live in Kragmorta, who observed the wall-walkers climbing ability and named them accordingly, named these insectoid creatures.

Wall-walkers combine many of the characteristics of spiders and large reptiles. They have armored scales instead of chitinous plates, eight clawed legs, sharp fangs, and a stinging tail.

Wall Walker	Level 6 Elite Lurker
Medium natural beast (insect, psionic)	XP 500
Initiative +11; Senses Perception +11; HP 116; Bloodied 58; AC 22; Fortitude 21, Reflex 24, Will 23 Immune Fire; Saving Throws +2 Speed 5 climb 6 (spider climb) Action Points 1	
Claws (At-Will, Standard) +11 vs. AC, 1d10+4 damage	
Bite (At-Will, Standard) +11 vs. AC, 1d6+4	
Poison Stinger (Encounter, Standard) <i>Poison</i> +9 vs. Fort, Victim is Immobilised (Save Ends)	

Shadow Form (Encounter, Minor)		
Personal, The Wall-Walker turns intangible, allowing it to pass through walls and making it immune to normal damage, in this form it is also incapable of causing normal damage.		
Sustain: Minor		
Psionic Chameleon (Encounter, Minor)		
+5 to stealth, the Wall-Walker can change its colours and patterns to better hide in its surroundings.		
Alignment Evil Languages –		
Skills Stealth +12, Perception +11		
Str 12 (+4)	Dex 19 (+7)	Wis 16 (+6)
Con 16 (+6)	Int 7 (+1)	Cha 14 (+5)

Description City by the Silt Sea

Tactics: Walk Walkers will normally lead off with their paralyzation attack, and then follow it up with claw and bit attacks.

Lore

DC 15: The subterranean world beneath Athas is home to a wide variety of creatures. The wall-walker feasts on them all. It relies on stealth, cunning, and its natural weapons to survive

DC 25: Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the under-regions, seeking prey to feast upon and bring back to their hives

Xerichou

Xerichous are flying, vicious predators. Xerichous begin their life as relatively small, armored, wormlike creatures. After their metamorphosis, xerichous become flying, 6inch legged predators. They are deep brown to red-brown in color and have a tough, leathery hide. They also have sparse tufts of hair sprouting from around their joints and underbelly. After this change, xerichous begin to flock with others of their kind. They emit loud shrieking caws when attacking potential prey.

Xerichou Flock		Level 3 Skirmisher
Small natural beast (Swarm)		XP 150
Initiative +6 Senses Perception +3;		
HP 46; Bloodied 23;		
AC 17; Fortitude 17, Reflex 18, Will 17		
Immune Forced Movement; Resist Melee and Ranged Attacks (Half Damage); Vulnerable 5 to Close and Area Attacks		
Speed 5, Fly 8		
Razor Wing Buffet (At-Will, Standard)		
Move 3 squares before attack, Burst 2, +6 vs. Ref, 1d10+3 damage, move 3 squares after attack.		
Psychic Crush (Encounter, Standard) Psionic		
Range 5, +6 vs. Will, 2d10+3 Psionic Damage		
Mind Thrust (Encounter, Standard) Psionic		
Blast 3, +4 vs. Will, 2d10+3, All enemies knocked prone		
Move Into an Enemies Space		
A swarm can enter or move through an enemy's space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.		
Travel Through Tight Spaces		
A swarm can squeeze through any opening large enough		

to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the *Player's Handbook* for squeezing rules.

Alignment Unaligned		Languages –
Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)

Description Monstrous Compendium II: Terrors Beyond Tyr

Tactics: Xerichous flock together to breed and to insure their survival through safety in numbers. The beast's attack by flying in and raking the razor like edge of their wings into their intended victims. Though they are small creatures individually, a flock will attack beings as large as giants.

Lore

DC 20: When a larvae is half a year old, it climbs a high precipice and hook its legs into the surface. It then begins the long process of cocooning itself into a shell that looks almost rocklike. While in this stage they are 90% likely to be mistaken for a natural rock formation. After hatching, the creature instinctively returns to its ancestral nesting grounds where mating and egg laying takes place and the whole process begins once again.

DC 25: While in larval form, xerichous are considered a delicacy the thri-kreen. Also the secretions made while cocooned are highly sought for their astral properties for use in potions and research.

Zhackal

Zhackals are small, psionic, canine pack animals that travel about the tablelands, forests and mountains feeding off the emotions of those about to die.

Zhackal	Level 1 Elite Skirmisher
Small natural beast (Psionic)	XP 200
Initiative +5 Senses Perception +0;	
HP 64; Bloodied 32;	
AC 15; Fortitude 13, Reflex 13, Will 13	
Saving Throws +2	
Speed 8	
Action Points 1	
Claws (At-Will, Standard)	
+6 vs. AC, 1d6+3 damage	
Ego Whip (Standard, Encounter) Psionic	
Range 10, +4 vs. Will, 3d6+3 Psionic Damage, Victim is Stunned (Save Ends)	
Invisibility (Encounter, Standard) Psionic	
This gives the Zhackal a +15 to stealth. It also means the enemies grant combat advantage to the reaper and the reaper is treated as if it is in total concealment.	
Sustain: Minor	
Bloodied Boost (Encounter, Standard)	
If a Zhackal reduces a victim to bloodied its ego whip ability automatically recharges, giving them another use for the day.	
Alignment Evil Languages –	
Skills Stealth +8	
Str 12 (+1)	Dex 16 (+3) Wis 10 (+0)
Con 16 (+3)	Int 7 (-2) Cha 13 (+1)

Description Monstrous Compendium: Dark Sun

Tactics: The pack will hunt an already weakened victim, and then use its ego whip abilities to drive a

victim to give up on life.

Lore

DC 15: Zhackals are not particularly intelligent, but they are very cunning. The pack will act as if it has one mind, possibly because of some psionic link.

DC 20: Zhackals will never feed off a member of their on pack, they will abandon the sick or injured to fend for themselves, and other Zhackal packs will feed on them.

Zombie

Salt Zombie

These Zombies are born out of pure hatred on the vast salt plains. These zombies do not look like a typical zombie, they are thin, desiccated husks, almost appearing mummified.

Salt Zombie		Level 6 Brute
Medium natural animate (undead)		XP 250
Initiative +6 Senses Perception +3; HP 85; Bloodied 42; AC 18; Fortitude 22, Reflex 21, Will 21 Immune to Sleep, Charm, Poisons and Cold; Speed 4		
Pummel (At-Will, Standard) +9 vs. AC, 2d8+4 damage		
Blood Drain (Recharge 5,6, Standard) +7 vs. Fort, 3d10+4 damage, Victim is Weakened (Save Ends)		
Alignment Chaotic Evil	Languages –	
Str 19 (+7)	Dex 16 (+6)	Wis 10 (+3)
Con 15 (+5)	Int 5 (+0)	Cha 16 (+6)

Description The Ivory Triangle

Tactics A salt zombies thirst is overpowering, they will attack any and every traveler in search of water. A salt zombie will pummel until the target reaches bloodied, at which time it will lunge at its victim attempting to drink its blood for the water it contains.

Lore

DC 15: Salt Zombies are slightly more intelligent than a common Zombie.

DC 25: Gating Water will immediately sedate a Salt Zombie for 1-6 days.