

DUNGEONS & DRAGONS[®]

DARK SUN[®] CREATURE CATALOG[™]

ROLEPLAYING GAME SUPPLEMENT

Richard Baker • Ari Marmell • Chris Sims

DUNGEONS & DRAGONS[®]

DARK SUN[®] CREATURE CATALOG[™]



ROLEPLAYING GAME SUPPLEMENT

Richard Baker • Ari Marmell • Chris Sims





CREDITS

Design
Richard Baker (lead), Ari Marmell, Chris Sims

Additional Design
**Logan Bonner, Bruce R. Cordell,
Robert J. Schwalb, Travis Stout**

Development
**Rodney Thompson (lead),
Stephen Radney-MacFarland,
Peter Schaefer, Stephen Schubert, Chris Tulach**

Additional Development
Tom LaPille

Editing
**Greg Bilsland (lead), Jennifer Clarke Wilkes,
Dawn J. Geluso, M. Alexander Jurkat, Ray Vallese**

Managing Editing
Torah Cottrill

Director of D&D R&D and Book Publishing
Bill Slavicsek

D&D Creative Manager
Christopher Perkins

D&D Design Manager
James Wyatt

D&D Development and Editing Manager
Andy Collins

D&D Senior Creative Art Director
Jon Schindehette

Art Director
Mari Kolkowsky

Cover Illustration
Wayne Reynolds (front), William O'Connor (back)

Graphic Designer
Keven Smith

Interior Illustrations
**Dave Allsop, Matt Dixon, Tyler Jacobson, Scott
Murphy, William O'Connor, Andrew Olson, Adam
Paquette, Michael Phillippi, David Rapoza, John
Stanko, Arnie Swekel, Matias Tapia, Mark Tedin,
Tyler Walpole, Ben Wootten**

Publishing Production Specialist
Angelika Lokotz

Prepress Manager
Jefferson Dunlap

Imaging Technician
Sven Bolen

Production Manager
Cynda Callaway

Setting details based on the original **DARK SUN™** campaign
setting created by **Troy Denning** and **Timothy B. Brown**.

Game rules based on the original **DUNGEONS & DRAGONS®**
rules created by **E. Gary Gygax** and **Dave Arneson**,
and the later editions by **David "Zeb" Cook** (2nd
Edition); **Jonathan Tweet**, **Monte Cook**, **Skip Williams**,
Richard Baker, and **Peter Adkison** (3rd Edition); and
Rob Heinsoo, **Andy Collins**, and **James Wyatt** (4th Edition).

620-25388000-001

9 8 7 6 5 4 3 2 1

First Printing: August 2010

ISBN: 978-0-7869-5494-0



U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS

Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN

Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM

Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, *Adventurer's Vault*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *DARK SUN*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.

VISIT OUR WEBSITE AT WWW.DUNGEONSANDDRAGONS.COM

CONTENTS

CREATURES OF ATHAS 4	Dwarf..... 40	Kirre..... 73
The Statistics Block..... 6	Eladrin..... 42	Megapede..... 74
Aarakocra..... 10	Elf..... 44	Mekillot..... 75
Anakore..... 12	Floating Mantle..... 46	Mul..... 76
Baazrag..... 14	Gaj..... 48	Nightmare Beast..... 78
Belgoi..... 16	Ghost, Raaig..... 50	Psurlon..... 80
Braxat..... 18	Giant..... 52	Rampager..... 82
Brohg..... 20	Gith..... 54	Sand Bride..... 83
Cactus..... 22	Golem..... 56	Silk Wym..... 84
Chathrang..... 24	Goliath (Half-Giant)..... 58	Silt Horror..... 86
Cilops..... 25	Halfling..... 60	Silt Runner..... 88
Cloud Ray..... 26	Hejkin..... 62	Spider..... 90
Crodlu..... 28	Human..... 64	Ssurran (Lizardfolk)..... 92
Dagorran..... 29	Id Fiend..... 68	Tarek..... 93
Dragon of Tyr..... 30	Inix..... 69	Tembo..... 94
Dragonborn (Dray)..... 32	Jhakar..... 70	Thrax..... 95
Drake..... 34	Kank..... 71	Thri-Kreen..... 96
Dune Reaper..... 38	Kestrel..... 72	Wight..... 98
		Zombie..... 100



PERSONAGES OF ATHAS... 102

Abalach-Re..... 102
Andropinis..... 104
Dregoth..... 106
Hamanu..... 108
Haneth Tsalaxa..... 110
Jossi the Juggler..... 111
Lalali-Puy..... 112
Maetan of House Lubar..... 114
Mearedes, Sentinel of Shault..... 115
Nibenay..... 116
Tektuktitlay..... 118
Ulruun the Repugnant..... 120
Zeburon, the Iron Rider..... 121

ENCOUNTER OPTIONS... 122

Customizing Monsters..... 124
Monster Themes..... 126
Arena-Bred Monster..... 126
Elementally Infused Monster..... 128
Psionic Adept..... 130
Sunwarped Monster..... 132
Athasian Fantastic Terrain..... 134
Hazards..... 138

MONSTERS BY LEVEL..... 142

CREATURES OF ATHAS

LIFE IN Athas is a harrowing experience. The land abounds with perilous hazards and deadly monsters. In spartan gladiator arenas, contenders battle armored braxats and hardened muls that are intent on eviscerating them for the crowd's pleasure. In the merciless wastes, belgoi draw adventurers to their doom with the alluring jingle of bells, or savage humanoid tribes of gith or halflings hunt travelers for pleasure, loot, and even food. And, in the Sea of Silt, giants guard their borders against any trespassers who manage to survive the constricting tentacles of the silt horrors.

The *DARK SUN*® *Creature Catalog*™ contains nearly 200 monsters and hazards. It is your guide to building adventures and encounters in the *DARK SUN* setting. With this book, you can alter existing monsters using themes, add fantastic terrain to spice up an encounter area, or introduce nonplayer characters that can be either allies or enemies of the player characters. This book is meant to be used in conjunction with the *DARK SUN Campaign Setting*, which describes Athas in greater detail and discusses how to create characters and how to run a game in the setting.

This book uses the revised monster statistics blocks and monster layout first presented in *Monster Manual*® 3. See the next page for a full discussion of how to read and use these statistics blocks.

In this chapter, you'll find two major sections.

- ◆ **Monsters A to Z:** A catalog of the creatures on Athas, both the humanoids inhabiting the cities and the monsters in the distant reaches of the wastes.
- ◆ **Personages of Athas:** This section presents an array of nonplayer characters from throughout Athas, including the tyrannical sorcerer-kings.





THE STATISTICS BLOCK

Monster statistics are presented in a format designed to be easy to use and reference. A typical statistics block is formatted as follows.

Monster Name	Level and Role
Size, origin, and type (keywords), race	XP value
HP maximum; Bloodied value	Initiative modifier
AC, Fortitude, Reflex, Will	Perception modifier
Speed	Special senses
Immune type/effect; Resist type; Vulnerable type	
Saving Throws modifier; Action Points number	
TRAITS	
⚙️ Aura Name (keywords) ⬆️ Aura size	
Effect.	
Trait Name (keywords)	
Effect.	
STANDARD / MOVE / MINOR / FREE ACTIONS	
[Icon] Power Name (keywords) ⬆️ Usage	
Requirement:	
Attack: Type range (target); bonus vs. defense	
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:	
TRIGGERED ACTIONS	
[Icon] Power Name (keywords) ⬆️ Usage	
Requirement:	
Trigger:	
Attack (Action): Type range (target); bonus vs. defense	
Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:	
Skills skill modifiers	
Str score (modifier) Dex score (modifier) Wis score (modifier)	
Con score (modifier) Int score (modifier) Cha score (modifier)	
Alignment	Languages
Equipment	

LEVEL AND ROLE

A monster's level and role are tools for you to use when building an encounter. Chapter 4 of the *Dungeon Master's Guide* explains how to use these tools.

Level: A monster's level summarizes how tough it is in an encounter. Level determines most of the monster's statistics as well as the experience point (XP) award the PCs earn for defeating it (*Dungeon Master's Guide*, pages 56–57).

Role: A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for characters of that class. Monster roles are artillery, brute, controller, lurker, skirmisher, and soldier (*Dungeon Master's Guide*, pages 54–55).

A monster might have a second role: elite, solo, or minion. Elite monsters and solo monsters are tougher than standard monsters, and minions are weaker. For the purpose of encounter building, an elite monster counts as two standard monsters of its level, a solo monster counts as five, and four to six minions count as one—four at heroic tier, five at paragon tier, and six at epic tier.

In addition, a monster might have the leader sub-role, indicating that it grants some sort of boon to its allies, such as a beneficial aura.

SIZE

A creature's size determines its space as well as its reach. A creature might have a greater reach depending on the characteristics of its body.

Monster Size	Space	Typical Reach
Tiny	1/2 × 1/2	0
Small	1 × 1	1
Medium	1 × 1	1
Large	2 × 2	1 or 2
Huge	3 × 3	2 or 3
Gargantuan	4 × 4 or larger	3 or 4

Space: This is the area (measured in squares) that a creature occupies on the battle grid.

Reach: In earlier statistics blocks, when a creature's reach was other than 1, it was noted at the beginning of a melee attack power. In this format, the range entry contains this information. To determine a creature's reach, such as for a grab attack or an attempt to pick up an object, refer to the table above.

Even if a creature's reach or melee range is greater than 1, the creature can't make opportunity attacks against targets that aren't adjacent to it.

A creature that has a melee attack with a range of 0 (such as the kestrel carrion eater) cannot normally make melee attacks against targets outside its own space.

ORIGIN

A monster's origin—aberrant, elemental, fey, immortal, natural, or shadow—describes its place in the DUNGEONS & DRAGONS cosmology.

TYPE

A creature's type—animate, beast, humanoid, or magical beast—summarizes some basic facts about its appearance and behavior.

KEYWORDS/RACE

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as demon, devil, dragon, and undead. This part of the entry might also include a monster's race if its race is not included in the monster's name.

XP VALUE

The experience point award for defeating this creature is given beneath its level and role.

HP/INITIATIVE

The monster's maximum hit points, bloodied value, and modifier to initiative checks are on the top line of its statistics.

DEFENSES/PERCEPTION

All four defense scores are on the next line, along with the monster's Perception modifier (often used at the start of an encounter).

SENSES

Some monsters have special senses, such as darkvision or tremorsense. Any such senses are noted below a monster's Perception modifier.

SPEED

A monster's speed represents the number of squares it can move when taking a move action to walk. If a monster has alternative movement modes, such as fly, climb, or swim, that fact is noted in its speed entry.

IMMUNE

If a monster is immune to a damage type (such as cold or fire), it doesn't take that type of damage. If a monster is immune to a condition or another effect (such as the dazed condition or forced movement), it is unaffected by that condition or effect. If a monster is immune to charm, fear, illusion, poison, or sleep, it is unaffected by the nondamaging effects of a power that has that keyword.

Immunity to one part of a power does not make a monster immune to other parts of the power. For example, a thunder power deals no thunder damage to a creature that is immune to thunder, but the power could still push the creature.

RESIST

A creature that has resistance takes less damage from a specific damage type. For example, a creature that has resist 10 fire takes 10 less damage when an attack deals fire damage to it or when it takes ongoing fire damage.

Against Combined Damage Types: A creature's resistance is ineffective against combined damage types unless the creature has resistance to each of the damage types, and then only the weakest of the creature's resistances applies. For example, a power that deals 15 lightning and thunder damage hits a creature that has resist 10 lightning and resist 5 thunder. The creature takes 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative: Resistances to the same damage type are not cumulative. Only the highest resistance

applies. For example, if a creature has resist 5 cold and then gains resist 10 cold, the creature has resist 10 cold, not resist 15 cold.

VULNERABLE

A creature that is vulnerable to a particular damage type takes a specific amount of extra damage when it takes damage of that type, the creature is subject to a specific effect, or both. For example, a creature that has vulnerable 10 radiant takes 10 extra radiant damage when an attack deals radiant damage to it or when it takes ongoing radiant damage.

Against Combined Damage Types: A creature's vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if a creature has vulnerable 5 fire, the creature takes 5 extra damage when it takes ongoing fire and radiant damage.

Not Cumulative: Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if a creature has vulnerable 5 psychic and then gains vulnerable 10 psychic, the creature has vulnerable 10 psychic, not vulnerable 15 psychic.

SAVING THROWS

Some monsters have bonuses to saving throws. A monster adds its bonuses to its saving throw result to see if an effect ends.

ACTION POINTS

Elite and solo monsters typically have action points they can spend to take extra actions, just as player characters do. Unlike characters, a monster can spend more than 1 action point in an encounter, but only 1 per round.

TRAITS

TRAITS	
☼	Aura Name (keywords) ◆ Aura size
	Effect.
	Trait Name (keywords)
	Effect.

The Traits section includes characteristics of the creature that are not powers. Many traits are always in effect, such as regeneration or the ability to deal extra damage on certain attacks. Others can be turned on or off, such as an aura or a benefit for a creature's mount or rider.

AURA

An aura is a continuous effect that emanates from a creature. It's denoted by a special icon (☼), and the aura's size is noted to the right of its name. A creature's aura affects each square size within line of effect

and within the specified distance from that creature. A creature's aura does not affect the creature itself, unless otherwise noted, and is unaffected by terrain or environmental phenomena.

A creature can deactivate or reactivate its aura as a minor action. If a creature dies, its aura ends immediately.

If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

ACTION TYPE

STANDARD / MOVE / MINOR / FREE ACTIONS

[Icon] Power Name (keywords) ⚡ Usage

Requirement:

Attack: Type range (target); bonus vs. defense

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed

Saving Throws/Special:

A monster's standard, move, minor, and non-triggered free actions are organized by action type.

POWERS

A monster's powers are presented under their respective action type in order of frequency of usage, from at-will to recharge to encounter powers.

ICON/TYPE

The name line of an attack power includes an icon (if applicable) that represents the power's type: melee (⚔), ranged (↔), close (↔), or area (⚡).

A basic attack has a circle around its icon, denoting a melee basic attack (⊕) or ranged basic attack (⊗).

USAGE

A monster power is usable at will, once per encounter (or rarely once per day), or it recharges in certain circumstances.

Recharge [d6][d6][d6]: The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the die results shown in the power description, the monster regains the use of that power. The power also recharges after a short rest.

Recharge if/when . . .: The power recharges in a specific circumstance, such as when the monster is first bloodied during an encounter. The power also recharges after a short rest.

REQUIREMENT

Some powers have a precondition that must be met for a monster to use the power.

ATTACK

A monster power that has an attack roll is an attack power. Sometimes an attack entry includes special information about a component of that entry.

TYPE AND RANGE

A power's type and range are given first on the power's Attack entry. The types are melee, ranged, area, and close. Each type has rules for range and targeting, detailed on pages 270-273 of the *Player's Handbook*.

TARGETS

In parentheses after the attack type and range is information that describes which or how many creatures a power targets.

ATTACK BONUS/DEFENSE

Usually, the last element in a power's attack entry is the monster's attack bonus and the defense the power targets.

HIT

This entry describes what happens to each target that a monster hits with a power's attack.

MISS

This entry describes what happens to each target that a monster misses with a power's attack.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target the monster misses. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

EFFECT

Anything that appears in an "Effect" entry occurs when the monster uses the power, whether or not it hits with it.

SECONDARY ATTACK

Some powers allow a monster to make secondary attack. A "Hit," a "Miss," or an "Effect" entry tells you if a monster makes a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action. As with normal attack powers, the target of a secondary attack is identified after the attack's type and range.

SUSTAIN

If a power has a "Sustain" entry, the monster can keep part of that power active by taking a specific type of action before the end of each of its turns. A monster can't take the sustaining action until the turn after it

uses the power. The entry's name specifies the action type that must be taken—most often minor, move, or standard. See “Durations,” page 278 in the *Player's Handbook*, for more about sustaining powers.

AFTEREFFECT

An aftereffect automatically occurs after another effect ends. In a power description, an “Aftereffect” entry follows the effect it applies to.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is rolling multiple saving throws, the aftereffect takes effect after the target has rolled all of them.

FAILED SAVING THROW

Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a “First Failed Saving Throw” or a “Second Failed Saving Throw” entry, takes effect after the target fails a saving throw against the previous effect at the end of the target's turn. A few effects also specify something that happens on “Each Failed Saving Throw.” This is a new effect that is repeated whenever a target fails a saving throw against the effect during the end of its turn.

An effect doesn't change if the creature fails a saving throw against it at a time other than the end of its turn.

SPECIAL

Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a “Special” entry.

TRIGGERED ACTIONS

TRIGGERED ACTIONS

[Icon] Power Name (keywords) ◆ Usage

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense

Hit/Miss/Effect (Action)/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

This section contains powers that have triggers. These powers have a few entries that other powers don't.

TRIGGER

A trigger defines when a monster is able to use a power. A monster must still be able to take the power's required action and meet any requirements.

(ACTION)

A triggered power's action type is given in parentheses at the start of its Attack entry or its Effect entry. The type might be an immediate reaction, an immediate interrupt, an opportunity action, or a free

action. Some powers require no action to use; they simply occur in response to a trigger.

SKILLS

The skills section of a monster's statistics block includes only trained skills or skills for which the monster has an unusual modifier. A monster's Perception modifier isn't repeated here, even if Perception is trained.

ABILITY SCORES

A monster's six ability scores are included toward the bottom of its statistics block. Following each score in parentheses is the adjusted ability score modifier, including one-half the monster's level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

ALIGNMENT

A monster's most typical alignment is noted in its statistics block. Chapter 2 of the *Player's Handbook* contains information on the various alignments.

LANGUAGES

This entry gives the languages that a monster can speak and understand. An individual monster might know additional languages, such as Common or the languages of its companions. See the *Dungeon Master's Guide*, page 171, for more information about the languages of the DUNGEONS & DRAGONS world.

EQUIPMENT

A monster's “Equipment” entry notes important items a monster is carrying. A monster might carry equipment that is not noted in the “Equipment” section. Equipment that is unimportant to a monster is left for the Dungeon Master to decide.

If a character gains a monster's equipment, he or she can use it as normal gear. A character does not gain the powers that a monster uses through a piece of equipment.

A piece of equipment that player characters use does not necessarily have the same properties for monsters. For example, a greataxe has the high crit property, but a monster using the item does not benefit from the property unless noted in its statistics.

HEALING SURGES

Monsters have healing surges. However, few monsters have powers that let them spend healing surges. The number of healing surges a monster has is based on its level: 1–10, one healing surge; 11–20, two healing surges; 21 or higher, three healing surges.

Because they rarely come into play, healing surges are not included in a monster's statistics block.

AARAKOCRA

THE VULTURE-FOLK WHEEL HIGH IN THE STILL SKY above the rocky badlands and scrub plains, watching for movement and other signs of prey below. Most Athasians revile the aarakocras for their willingness to extort, rob, and even eat travelers in the wastes. To survive and prosper, these desert scavengers band together in insular tribes, each staking out—and fiercely defending—its territory.

LORE

History DC 18: Aarakocras are hunters and scavengers that eat just about any meat they find. They loot whatever they can from victims claimed by the wastes. Most residents of Athas try to avoid aarakocras, considering them to be sordid opportunists, but the vulture-folk have few sworn enemies.

The aarakocras keep to the skies, and their homes are built high on cliffs or mesa tops. From there, scouts search the nearby desert for food and intruders. Their sharp eyes miss little in the barren wilds, and a tribe brooks no intrusion on its territory without receiving tribute in compensation. Lost travelers who pay the requested amount might receive guidance to a landmark or a safer part of the wilderness. If rebuffed, the aarakocras won't hesitate to kidnap members of a trespassing party and hold them for ransom. To avoid harassment, merchant houses sometimes make deals with powerful aarakocra tribes; weaker tribes, reluctant to draw the ire of their stronger kin, leave those merchants alone.

Despite their reputation as distasteful scavengers, aarakocras are deeply spiritual. They revere the sky and the sun as primal entities. Those members of a tribe that wield primal power use spirits and elementals to aid their kin in mundane tasks as well as in battle.

ENCOUNTERS

Aarakocras are rarely found in the company of other humanoids, although they sometimes work with kenku tribes. They also follow raiders or dangerous monsters from the air, picking off survivors of the predators' attacks. Aarakocras train flying beasts as pets, and they use rituals to bring air elementals and spirits into the world.

Slavers steal aarakocra young and eggs, selling the creatures to nobles and merchant houses as slaves. These nobles and merchants, in turn, put the vulture-folk to work as soldiers and scouts.

AARAKOCRA DIVER

Plummeting silently from the sky, aarakocra divers swoop down upon their foes, demonstrating a bravery that is absent in many of their kin. The cunning divers choose angles of descent that leave their prey blinking up into the crimson sun, trying to make out the plunging shapes that grow larger and larger.

Aarakocra Diver		Level 6 Skirmisher
Medium natural humanoid		XP 250
HP 66; Bloodied 23		Initiative +9
AC 20, Fortitude 17, Reflex 19, Will 18		Perception +6
Speed 5, fly 6		Low-light vision
STANDARD ACTIONS		
⚔ Longspear (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d10 + 4 damage.		
✚ Flyby Attack ♦ At-Will		
Effect: The diver flies 6 squares and uses <i>longspear</i> once at any point during the movement. Once during the move, when the diver has combat advantage against an enemy, it can use <i>bite</i> against that enemy. The diver doesn't provoke opportunity attacks for moving away from the target of either attack.		
✚ Diving Charge ♦ Recharge ☹ ☹ ☹		
Effect: The diver charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d10 + 10 damage, and the target falls prone.		
MOVE ACTIONS		
✚ Sly Takeoff ♦ At-Will		
Effect: The diver shifts 1 square and then flies 5 squares.		
MINOR ACTIONS		
✚ Bite ♦ At-Will (1/round)		
Attack: Melee 1 (one creature granting combat advantage to the diver); +11 vs. AC		
Hit: 1d4 + 4 damage.		
Str 15 (+5)	Dex 19 (+7)	Wis 16 (+6)
Con 10 (+3)	Int 8 (+2)	Cha 8 (+2)
Alignment unaligned		Languages Common
Equipment spear		

AARAKOCRA DIVERS IN COMBAT

An aarakocra diver isn't so brave that it will meet a foe toe to toe. Instead, it dives in with its spear and attacks from reach, coming close only when it has combat advantage against an enemy. Whenever it can, the aarakocra takes to the air for another *diving charge*.



AARAKOCRA WARRIOR

The warriors of an aarakocra tribe descend from the air in numbers, flapping in close enough to thrust their spears into their foes. The unnerving battle shrieks of the warriors echo eerily in the canyons of the badlands and resound far across the desert plains.

Aarakocra Warrior Level 6 Minion Skirmisher

Medium natural humanoid XP 63

HP 1; a missed attack never damages a minion. Initiative +9
 AC 20, Fortitude 17, Reflex 19, Will 18 Perception +6
 Speed 5, fly 6 Low-light vision

STANDARD ACTIONS

⊕ Spear (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC
 Hit: 7 damage, or 8 when charging.

MOVE ACTIONS

Sly Takeoff ♦ At-Will

Effect: The warrior shifts 1 square and then flies 5 squares.

Str 15 (+5) Dex 19 (+7) Wis 16 (+6)
 Con 10 (+3) Int 8 (+2) Cha 8 (+2)

Alignment unaligned Languages Common

Equipment spear

AARAKOCRA WARRIORS IN COMBAT

When the aarakocra warrior flies into battle, it first dives, charging its chosen foe. After making that attack, the warrior keeps to the air, trying to avoid being caught on the ground, where it is truly vulnerable.

AARAKOCRA WINDCALLER

The vulture-folk venerate the wind, and their tribal shamans entreat the spirits of the air to topple and smite their foes. Only the windcallers know the secret prayers and rituals to buffet enemies with violent gales and summon great dust clouds to cloak the aarakocras as they swoop in for the kill.

Aarakocra Windcaller Level 8 Controller (Leader)

Medium natural humanoid XP 350

HP 82; Bloodied 41 Initiative +7
 AC 22, Fortitude 18, Reflex 20, Will 21 Perception +13
 Speed 5, fly 6 Low-light vision

TRAITS

☼ Carrion Scent ♦ Aura 10

Allies within the aura can hover if they have a fly speed and gain a +4 power bonus to damage rolls against bloodied enemies.

STANDARD ACTIONS

⊕ Wafting Claw ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC
 Hit: 4d4 + 6 damage, and the target is slowed (save ends).
 First Failed Saving Throw: The target falls prone.

⊙ Foul Gust ♦ At-Will

Attack: Ranged 10 (one creature); +12 vs. Reflex
 Hit: 4d6 + 2 damage, and the windcaller slides the target 3 squares.

☞ Dust Veil ♦ Recharge ☐ ☐ ☐ ☐ ☐ ☐

Attack: Ranged 10 (one creature); +12 vs. Reflex
 Hit: 4d8 + 6 damage, and the target treats nonadjacent creatures as having concealment (save ends).
 First Failed Saving Throw: The target is blinded until the end of the windcaller's next turn.

⏪ Instant Whirlwind ♦ Encounter

Attack: Close blast 5 (enemies in blast); +12 vs. Fortitude
 Hit: 4d6 + 2 damage, and the windcaller slides the target 4 squares and knocks it prone.
 Effect: The windcaller slides allies in the blast 2 squares.

MOVE ACTIONS

Sly Takeoff ♦ At-Will

Effect: The windcaller shifts 1 square and then flies 5 squares.

Skills Nature + 13

Str 14 (+6) Dex 17 (+7) Wis 19 (+8)
 Con 10 (+4) Int 8 (+3) Cha 12 (+5)

Alignment unaligned Languages Common

AARAKOCRA WINDCALLERS IN COMBAT

A windcaller tries to circle the edges of battle and keep other aarakocras in its aura, allowing them to hover and bolstering their ability to deal damage. If an opportunity presents itself, the windcaller swoops in for a quick melee attack. Otherwise, it stays at range, battering foes with strong winds. When its power to raise a *dust veil* is available, the windcaller makes a *sly takeoff* and then stirs up a gritty cloud, hoping to isolate and confuse its enemies.

ANAKORE

SWELTERING DESERT TRAVELERS who curse the blazing sun overhead might breathe a sigh of relief when the crimson orb sets, but their solace proves short-lived as the shapes sliding beneath the dunes reveal themselves. When the sun dies away, the primitive, simple-minded anakores burst from the sands, eager to seize the prey they have stealthily tracked during the daylight hours.

LORE

Dungeoneering DC 19: Anakores live beneath loose dunes of dust or sand. They can sense vibrations of prey passing on the surface, and some anakores can smell blood spilled on the earth above. Only ravenous anakores attack prey during the day. Instead, they lurk beneath the sands and track promising game until sunset.

These nomadic creatures follow prey from place to place, seldom lairing in one location for long. They travel and hunt in small packs, and the most successful stalker among them is their leader. Anakores usually bring down as many kills as they can before retreating to feast. Each member of the pack has a role in the attack. Dune kings burst from the sand with great force, leading the attack and unsettling the terrain to provide the anakores with an advantage. Renders tear into the quarry savagely, weakening them before the kill. Hunters separate individual victims from the group, dragging them below the sand one by one.

While on the move, anakores subsist on roots, including poisonous specimens that aid in the production of the anakore paralytic. A telltale sign of recent anakore movement is an area filled with fallen, rootless plants. Occasionally, a particularly cunning dune king disposes of the foliage so as not to give away the pack's presence, but this level of craftiness is rare.

Little is known about the origins of the anakores. According to an ancient tale, terrors from beyond the sky touched the humanoids that were forebears of the creatures. Afterward, these ancestors recoiled from the burning sun and burrowed below the wastes to find cool, embracing darkness. Beneath the sands, the creatures dreamed dark reveries and became nightmares of the desert.

No discernible characteristics distinguish anakores as male or female. It is whispered that the creatures produce no young, instead dragging selected victims to weird hollows under the sands. Inside these wombs, the captives become new anakores rather than meals. How and why the anakores choose particular individuals as their new kin is unknown.

ENCOUNTERS

Anakores avoid battle on terrain in which they cannot burrow. They appear with others of their kind or with other burrowing creatures, such as bulettes, hejkins, galeb duhrs, and kruthiks. Wasteland raiders convince groups of anakores to work for them by paying the creatures with food and shiny baubles. Dreams and visions also entice anakores to explore ancient ruins where other aberrant creatures dwell, some of which are stronger and more clever than even the dune kings. In such places, anakores serve these creatures and join in their incomprehensible rites.

ANAKORE HUNTER

The shuddering dunes might herald more than wind. Anakore hunters burrow beneath the loose earth, alert to prey that they can surprise and drag under the surface. The hunters leave their prey there to suffocate while they focus on dragging down other quarry.

Anakore Hunter	Level 5 Lurker
Medium aberrant humanoid	XP 200
HP 48; Bloodied 24	Initiative +9
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 5 (earth walk), burrow 6 (loose earth only)	Low-light vision tremorsense 5
TRAITS	
Dune Diver The hunter can charge while burrowing.	
Sensitive to Light When the hunter is exposed to direct sunlight or takes radiant damage, it takes a -2 penalty to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d8 + 4 damage, and the hunter grabs the target.	
⊕ Bite (poison) ◆ At-Will Attack: Melee 1 (one creature grabbed by the hunter); +10 vs. AC Hit: 2d6 + 6 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
⊕ Drag Under ◆ At-Will Attack: Melee 1 (one immobilized creature or one creature grabbed by the hunter); +8 vs. Fortitude Hit: 2d8 + 6 damage, and the target takes ongoing 5 damage and is removed from play (save ends both). When this effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice. Aftereffect: The target is immobilized (save ends).	
Skills Stealth +10	
Str 18 (+6)	Dex 17 (+5) Wis 15 (+4)
Con 12 (+3)	Int 6 (+0) Cha 6 (+0)
Alignment evil	Languages Deep Speech

ANAKORE RENDER

Sliding from the sand with a grace that belies its bulk, an anakore render sets upon wounded and weak prey. The bloodthirsty predator serves as the center of a coordinated ambush by a pack of anakores, making foes more vulnerable to attacks from its allies.



Anakore Render Medium aberrant humanoid	Level 7 Brute XP 300
HP 96; Bloodied 48 AC 19, Fortitude 20, Reflex 18, Will 19 Speed 7 (earth walk), burrow 6 (loose earth only)	Initiative +6 Perception +12 Low-light vision tremorsense 5
TRAITS	
Dune Diver The render can charge while burrowing.	
Sensitive to Light When the render is exposed to direct sunlight or takes radiant damage, it takes a -2 penalty to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 3d8 + 6 damage, and the render pushes the target 2 squares and knocks it prone.	
⊕ Blood Frenzy ♦ Recharge ☼ ☼ Effect: The render uses <i>claw</i> twice against a bloodied or prone creature.	
MOVE ACTIONS	
Blood Hunger ♦ At-Will Effect: The hunter shifts 3 squares to a square that must be closer to a bloodied creature.	
MINOR ACTIONS	
⊕ Rending Bite (poison) ♦ At-Will (1/round) Attack: Melee 1 (one bloodied or prone creature); +12 vs. AC Hit: 1d4 + 5 damage, and the target is slowed until the end of the render's next turn. If the target is already slowed, it is instead immobilized (save ends).	
Skills Stealth +11	
Str 20 (+8)	Dex 16 (+6) Wis 18 (+7)
Con 16 (+6)	Int 7 (+1) Cha 7 (+1)
Alignment evil	Languages Deep Speech

ANAKORE DUNE KING

A geyser of sand and a scream of raw hunger signal an attack by a dune king leading a band of its lesser kin. Anakore dune kings are as nimble above the sand as they are beneath it.

Anakore Dune King Medium aberrant humanoid	Level 9 Skirmisher (Leader) XP 400
HP 94; Bloodied 47 AC 23, Fortitude 21, Reflex 22, Will 20 Speed 5 (earth walk), burrow 6 (loose earth only)	Initiative +11 Perception +12 Low-light vision tremorsense 5
TRAITS	
Dune Diver The dune king can charge while burrowing.	
Sensitive to Light When the dune king is exposed to direct sunlight or takes radiant damage, it takes a -2 penalty to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
⊕ Claw (poison) ♦ At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d10 + 6 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
⊕ Sand Eruption ♦ Recharge ☼ ☼ Requirement: The dune king must be underground. Effect: The dune king moves 4 squares to a square that is not underground. When it first enters a square that is not underground during this movement, it makes the following attack. Attack: Close burst 2 (enemies in burst); +11 vs. Reflex Hit: 4d10 + 3 damage, and the dune king slides the target 2 squares. Effect: Each anakore in the burst can shift 3 squares as a free action. The area of the burst becomes difficult terrain until the end of the encounter.	
MINOR ACTIONS	
Sand Slide ♦ At-Will Effect: The dune king shifts 1 square.	
Skills Stealth +14	
Str 18 (+8)	Dex 20 (+9) Wis 16 (+7)
Con 14 (+6)	Int 8 (+3) Cha 8 (+3)
Alignment evil	Languages Deep Speech

ANAKORES IN COMBAT

Anakores burrow under prey before rising to attack. Hunters emerge, grab targets, and use *drag under* to reduce the number of enemies they must face. Renders burst from the sands, stay among the prey topside, and lay targets low to make them more vulnerable to allied attacks. A dune king launches into battle with *sand eruption* and uses its toxic claws to prevent the quarry from escaping. When caught in poor tactical situations, anakores flee or deal peacefully (but grudgingly) with enemies.

BAAZRAG

A LONE BAAZRAG STALKS THE DESERT PLAINS, hunting a large, six-legged beast amid the dunes and rocks. When the prey realizes the danger, it attempts to escape, but not before the baazrag's jaws shut over a back leg. The quarry whirls and hisses, its jagged mandibles clicking furiously. The baazrag pads backward a few paces and looses a piercing squeal. Within seconds, further squeaks answer from nearby, and a dozen more baazrags bound over the dunes. The ferocious pack closes around the beetlelike creature and takes it down, one vicious bite at a time.

LORE

Nature DC 15: Anywhere that rough terrain provides cover for their burrows, baazrags can be found in large numbers. These wild beasts are vermin that eat anything they can find. Each individual sees to its own needs, fattening up on weeds and tiny prey, and storing water in a sac under its bony back shell. When larger prey is found, the pack works together for the promise of a good meal for all.

All baazrags are born female. Some members of a pack become male when an egg-laying breeder is nearby. These males tend to the breeder, defending her and her eggs as well as any hatchlings.

Powerful baazrags have a natural psychic sensitivity. Large psychic disturbances irritate these creatures and can drive them to attack.

ENCOUNTERS

Humanoids of all sorts domesticate baazrags, which make good house guards and pest hunters. Baazrags are also used to carry small loads or pull small vehicles. If a baazrag is born among other types of creatures or becomes accustomed to those who offer it food and comfort, it considers such beings to be part of its pack. Clever humanoids use this trait to tame baazrags as guard beasts.

Baazrags tend to ignore creatures they cannot eat, such as undead. These inedible creatures, in turn, treat the baazrags similarly and ignore them. Thus, explorers might find a lair being shared by the two groups.

BAAZRAG WHELP

Baazrags are born hunters, but they are vulnerable when young. A whelp sticks close to its siblings until it is large enough to hunt on its own. Eventually, the whelp breaks away from its kin, but it continues to remain near the pack.

Baazrag Whelp	Level 1 Minion Skirmisher
Small natural beast (reptile)	XP 25
HP 1; a missed attack never damages a minion. AC 15, Fortitude 12, Reflex 14, Will 13	Initiative +5 Perception +2
Speed 8	
TRAITS	
Pack Harrier The whelp gains combat advantage against a target that is adjacent to two or more of the whelp's allies.	
Scrambler The whelp ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 4 damage.	
Str 6 (-2)	Dex 16 (+3) Wis 14 (+2)
Con 10 (+0)	Int 2 (-4) Cha 8 (-1)
Alignment unaligned	Languages –

BAAZRAG GNAWER

The gnawer lives near its packmates in hollows found in stony barrens. It bounds among the rocks, making chirps and clicks to keep the other baazrags informed about what it finds. The gnawer is the most tenacious hunter of the pack—once it clamps onto its prey, it refuses to let go.

Baazrag Gnawer	Level 1 Skirmisher
Small natural beast (reptile)	XP 100
HP 29; Bloodied 14 AC 15, Fortitude 12, Reflex 14, Will 13	Initiative +5 Perception +2
Speed 8	
TRAITS	
Latcher While latched onto a creature, the gnawer gains a +2 bonus to AC.	
Pack Harrier The gnawer gains combat advantage against a target that is adjacent to two or more of the gnawer's allies.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d8 + 5 damage, and the gnawer latches onto the target. While the gnawer is latched onto a target, whenever the target moves, the gnawer moves with it, ending this movement in a square of its choice adjacent to the target. This movement doesn't provoke opportunity attacks. The gnawer can be latched onto no more than one creature at a time.	
⊕ Gnaw (poison) ◆ At-Will Attack: Melee 1 (one creature the gnawer is latched onto); +6 vs. AC Hit: 2d8 + 3 damage, and ongoing 5 poison damage (save ends). The gnawer detaches from the target and can shift 2 squares.	
MOVE ACTIONS	
Bounder ◆ At-Will Effect: The gnawer jumps 4 squares. This movement does not provoke opportunity attacks.	
Str 8 (-1)	Dex 17 (+3) Wis 14 (+2)
Con 13 (+1)	Int 2 (-4) Cha 10 (+0)
Alignment unaligned	Languages –

BAAZRAG SWARM

Clicking and squeaking as they swarm a creature, the baazrag hatchlings make a noise that is unforgettable. A single baazrag is trouble, though not necessarily deadly. A swarm of hatchlings, however, can easily knock down a foe and bite it to death.

Baazrag Swarm	Level 3 Soldier
Medium natural beast (reptile, swarm)	XP 150
HP 46; Bloodied 23	Initiative +6
AC 19, Fortitude 15, Reflex 17, Will 14	Perception +2
Speed 8	
Resist half damage from melee and ranged attacks;	
Vulnerable 5 against close and area attacks	
TRAITS	
Hinder ♦ Aura 1	
Any enemy that starts its turn within the aura is slowed until the start of its next turn.	
Pack Harrier	
The swarm gains combat advantage against a target that is adjacent to two or more of the swarm's allies.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
⊕ Bloodthirsty Swarm ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, or 3d6 + 4 against prone targets.	
⊕ Pull Down ♦ At-Will	
Attack: Melee 1 (one slowed creature); +8 vs. Fortitude	
Hit: 2d8 + 4 damage, and the target falls prone.	
Str 15 (+3)	Dex 16 (+4)
Con 14 (+3)	Int 2 (-3)
	Wis 12 (+2)
	Cha 8 (+0)
Alignment unaligned	Languages –

BAAZRAG BREEDER

Most baazrags never grow beyond a certain size. A few, however, develop into much larger creatures that can produce eggs. A baazrag breeder defends its egg clutches and preys with heedless ferocity.

Baazrag Breeder	Level 5 Brute
Large natural beast (reptile)	XP 200
HP 77; Bloodied 38	Initiative +4
AC 17, Fortitude 18, Reflex 16, Will 17	Perception +10
Speed 8	
TRAITS	
Pack Master	
The breeder gains combat advantage against a target that is adjacent to one or more of the breeder's allies.	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3d8 + 5 damage.	
⊕ Bite (poison) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3d6 + 3 damage, or 4d6 + 4 against prone targets. The target takes ongoing 5 poison damage (save ends).	
MINOR ACTIONS	
⊕ Psychic Lure (charm) ♦ Recharge ☼ ☼	
Attack: Close burst 5 (one enemy in burst); +6 vs. Will	
Hit: The breeder pulls the target 3 squares.	
TRIGGERED ACTIONS	
⊕ Psychic Provocation ♦ At-Will	
Trigger: An enemy deals psychic damage to the breeder.	
Effect (Immediate Reaction): The breeder charges the triggering enemy. This movement does not provoke opportunity attacks.	
Str 18 (+6)	Dex 14 (+4)
Con 17 (+5)	Int 3 (-2)
	Wis 16 (+5)
	Cha 10 (+2)
Alignment unaligned	Languages –

BAAZRAGS IN COMBAT

Baazrags gain confidence, focus, and ferocity in numbers. Although they hunt singly, each baazrag acts as a scout for the pack. When a hunter finds prey, its distinct call brings its mates to swarm over the target. The baazrags relentlessly bite this prey and follow the creature until it falls or it proves too tough to pull down, forcing the baazrags to retreat. A baazrag breeder enters combat by culling a victim from the herd with *psychic lure*. Then it pounces on that individual, distinguishing it as a target for at least a few of its brood.



BELGOI

TERRIBLE SOUNDS ARE CARRIED across the Athasian plains, but perhaps the most insidious is the jingling of small bells—the work of belgoi. The dissonant chimes of these gaunt humanoids tug at travelers' minds, entrancing victims and luring them out into the wastes, where they become easy prey for the hungry belgoi.

LORE

Arcana DC 19: Once a proud, evil race of fey, the belgoi were stranded in the barrens of Athas by the destruction of their homelands. They came to hate the desert world and all its residents, and they degenerated into a madness that has led them to devour other humanoids and despoil all they touch. Life force literally leaks from some of the wounds inflicted by belgoi.

Belgoi gather in small, nomadic tribes that are led by the strongest member. They ruin wherever they live, consuming everything they can and destroying or polluting the rest. While the tribe camps, hunting parties scour the surrounding area for game. Belgoi kill and eat whatever they can catch, but they prefer meat seasoned with the terror that a sentient creature feels when it faces impending death.

Belgoi have another reason for devouring humanoids—they believe that eating the flesh of a victim grants them the fallen one's power. The strongest belgoi have consumed numerous enemies. For the sake of gaining and conserving personal power, belgoi also eat their own dead. They harbor a special taste for eladrin, whom they blame for destroying their home.

ENCOUNTERS

Wicked humanoids such as gith might ally with belgoi or take in a few stalkers or hunters that lack the numbers to form their own raiding band or tribe. Like other humanoids, belgoi catch and tame wild beasts such as baazrags, chathrangs, and drakes. In particular, belgoi keep creatures that are skilled trackers or that can sniff out wounded prey. These beasts are intentionally malnourished by the belgoi, making them vicious and forcing them to fend for themselves.

BELGOI CRAVEN

The weakest belgoi are cowardly creatures that rely on their stronger kin for cover and aid. They seek to gang up on wounded or isolated foes.

Belgoi Craven		Level 7 Minion Skirmisher
Medium fey humanoid		XP 75
HP 1; a missed attack never damages a minion.		Initiative +9
AC 20, Fortitude 19, Reflex 20, Will 18		Perception +5
Speed 6		Low-light vision
TRAITS		
Craven Slink		
The craven gains a +2 bonus to all defenses while adjacent to an ally.		
Hungry for Blood		
The craven's attacks deal 2 extra damage against bloodied creatures.		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 7 damage.		
MINOR ACTIONS		
✂ Compelling Ring (charm) ♦ Encounter		
Requirement: The craven must be holding a bell.		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The craven slides the target 5 squares to a square that is adjacent to the craven or one of its allies.		
Skills Athletics +9, Stealth +12		
Str 12 (+4)	Dex 19 (+7)	Wis 15 (+5)
Con 16 (+6)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil Languages —		
Equipment bell		

BELGOI STALKER

Slinking through the wastes alone, a belgoi stalker watches for travelers who are struggling to survive, engaged in a fight, or otherwise distracted. Flitting on the edges of a battle, the stalker gently rings its bell, drawing a lone victim away from the group.

Belgoi Stalker		Level 7 Lurker
Medium fey humanoid		XP 300
HP 63; Bloodied 31		Initiative +11
AC 26, Fortitude 23, Reflex 25, Will 24		Perception +6
Speed 6		Low-light vision
TRAITS		
Hungry for Blood		
A belgoi stalker's attacks deal 1d6 extra damage against bloodied creatures.		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d4 + 4 damage, and ongoing 5 damage (save ends). If the target is dazed, the ongoing damage increases to 15, and the stalker takes a -5 penalty to all defenses until the start of its next turn.		
✂ Enticing Ring (charm) ♦ At-Will		
Requirement: The stalker must be holding a bell.		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The stalker pulls the target 5 squares, and the target is dazed until the end of the stalker's next turn.		
Skills Athletics +9, Stealth +12		
Str 13 (+4)	Dex 19 (+7)	Wis 16 (+6)
Con 15 (+5)	Int 10 (+3)	Cha 8 (+2)
Alignment chaotic evil Languages Common		
Equipment leather armor, bell		



BELGOI HUNTER

With one clawed hand, the hunter rings its tiny bell, luring an opponent closer. With the other, the belgoi drives a stained spear through its enemy's heart. When a group of belgoi attacks, the hunters engage foes directly, keeping them occupied and making them more vulnerable to the claws and chimes of the rest of the belgoi pack.

Belgoi Hunter		Level 8 Soldier	
Medium fey humanoid		XP 350	
HP 89; Bloodied 44		Initiative +9	
AC 24, Fortitude 21, Reflex 20, Will 19		Perception +11	
Speed 6		Low-light vision	
TRAITS			
Hungry for Blood			
The hunter's attacks deal 1d6 extra damage against bloodied creatures.			
STANDARD ACTIONS			
⚔ Spear (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d8 + 7 damage.			
⚔ Stakeout (weapon) ♦ At-Will			
Attack: Melee 1 (one creature marked by the hunter); +15 vs. AC			
Hit: 2d8 + 7 damage, and the target is immobilized until the end of the hunter's next turn.			
MINOR ACTIONS			
⚡ Ringling Attraction (charm) ♦ At-Will (1/round)			
Requirement: The hunter must be holding a bell.			
Attack: Close burst 5 (enemies in burst); +9 vs. Will			
Hit: The hunter pulls the target 3 squares and marks it until the end of the hunter's next turn.			
Skills Athletics +13, Stealth +12			
Str 19 (+8)	Dex 17 (+7)	Wis 15 (+6)	
Con 17 (+7)	Int 8 (+3)	Cha 6 (+2)	
Alignment chaotic evil Languages Common			
Equipment hide armor, spear, bell			

BELGOI CALLER

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi's foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller's bell never ceases.

Belgoi Caller		Level 8 Elite Controller (Leader)	
Medium fey humanoid		XP 700	
HP 178; Bloodied 89		Initiative +8	
AC 22, Fortitude 19, Reflex 20, Will 21		Perception +9	
Speed 6		Low-light vision	
Saving Throws +2; Action Points 1			
TRAITS			
Hungry for Blood			
The caller's attacks deal 1d6 extra damage against bloodied creatures.			
STANDARD ACTIONS			
⚔ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).			
🔔 Command of the Bell (charm, psychic) ♦ Recharge [2][2][2][2]			
Requirement: The caller must be holding a bell.			
Attack: Ranged 10 (one creature able to take actions); +12 vs. Will			
Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller's choice.			
🔔 Distant Ringling (charm, psychic) ♦ Recharge when first bloodied			
Requirement: The caller must be holding a bell.			
Attack: Area burst 3 within 10 (enemies in burst); +12 vs. Will			
Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst's origin square. Each of the caller's allies in the burst can shift 1 square as a free action and make a saving throw.			
MINOR ACTIONS			
⚔ Ennui Lash (psychic) ♦ At-Will			
Requirement: The caller must be holding a bell.			
Attack: Melee 3 (one creature); +12 vs. Will			
Hit: 2d6 + 5 psychic damage, and the target takes a -2 penalty to Will until the end of the caller's next turn.			
Skills Athletics +11, Bluff +10, Stealth +13			
Str 14 (+6)	Dex 19 (+8)	Wis 20 (+9)	
Con 17 (+7)	Int 10 (+4)	Cha 12 (+5)	
Alignment chaotic evil Languages Common			
Equipment leather armor, bell			

BELGOI IN COMBAT

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.

BRAXAT

ENCASED IN AN ARMORED CARAPACE, this hulking reptilian beast strides through the forlorn barrens in search of prey. Those who have never encountered a braxat might mistake it for a simple-minded brute, realizing too late that the creature is a walking arsenal of both physical and mental weapons.

LORE

Nature DC 24: Over the centuries, life-warping magic in the remote wilderness has spawned many perverse creatures, including braxats. They arose from four-legged reptilian beasts similar to mekillots, gaining sentience and a malicious nature under a grim magical influence. Creatures smaller and weaker than a braxat can expect contempt from it at best and death at worst. Anything as big and powerful as a braxat—including other braxats—is a target of its hate and competitiveness. When facing stronger foes, braxats sometimes overlook their rivalries to band together. They particularly detest giants and ally to raid giants' tribes.

Braxats also come together in mated pairs or in service to more powerful overlords. They mate only when food is plentiful and shelter, such as a cavern or a buried ruin, is available for the eggs and hatchlings. Even so, one braxat that has a desire to mate must subjugate another to this purpose. Similarly, anyone who wishes to employ a braxat must first prove stronger than the creature or help it gain more

food and wealth than it could amass on its own. Adult braxats fight to the death rather than submit to an untested foe.

ENCOUNTERS

Few creatures have enough power to earn the respect of an adult braxat. Strong leaders who promise success in hunting and pillaging might win over a braxat by appealing to its mercenary streak. Sometimes a braxat agrees to serve as muscle for a potent evil being. Only the most foul humanoids can tolerate a braxat's cruelty and violence.

An enterprising or lucky braxat might become the chieftain of a raiding tribe of savage and callous humanoids. Such a band boldly claims a wide swath of territory and turns the choicest morsels and treasures over to its brutal chief. Braxats have no loyalty, however, and if food grows scarce, they will turn on weaker allies, other braxats, and even members of their own families.

BRAXAT JUVENILE

Even a young braxat is a dire threat. Early on, it can be conditioned to view another creature as its superior. As it grows in size and intellect, however, the braxat might change its mind. Many juveniles never reach adulthood, dying young while serving wealthy Athasians as guardians or gladiators.



Braxat Juvenile	Level 9 Soldier	
Large natural humanoid	XP 400	
HP 96; Bloodied 48	Initiative +10	
AC 25, Fortitude 22, Reflex 21, Will 20	Perception +7	
Speed 8	Low-light vision	
Resist 10 acid		
TRAITS		
Threatening Reach		
The juvenile can make opportunity attacks against enemies within 2 squares of it.		
STANDARD ACTIONS		
⚔ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 2d10 + 6 damage, and the target is marked until the end of the juvenile's next turn.		
☞ Caustic Spit (acid) ♦ At-Will		
Attack: Ranged 5 (one creature); +12 vs. Reflex		
Hit: 1d8 + 3 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).		
⚔ Thrash ♦ Recharge ☞ ☞		
Attack: Melee 2 (two enemies); +14 vs. AC		
Hit: 2d10 + 6 damage, and the target falls prone.		
TRIGGERED ACTIONS		
Telekinetic Barrier ♦ Recharge when first bloodied		
Trigger: An enemy marked by the juvenile and within 3 squares of it moves away from it.		
Effect (Immediate Interrupt): The juvenile slides the target 3 squares to a square adjacent to it.		
Str 20 (+9)	Dex 18 (+8)	Wis 16 (+7)
Con 16 (+7)	Int 8 (+3)	Cha 8 (+3)
Alignment evil		Languages Common

BRAXAT RAIDER

Protected by its articulated carapace, a braxat raider thunders through the desert, looking for creatures to kill and eat. It likes to wait along caravan routes or near outlying villages, devouring travelers, villagers, and livestock.

Braxat Raider		Level 14 Elite Soldier	
Huge natural humanoid		XP 2,000	
HP 280; Bloodied 140	Initiative +12		
AC 29, Fortitude 27, Reflex 24, Will 26	Perception +12		
Speed 8	Low-light vision		
Resist 15 acid			
Saving Throws +2; Action Points 1			
TRAITS			
Threatening Reach			
The raider can make opportunity attacks against enemies within 3 squares of it.			
STANDARD ACTIONS			
⊕ Greatclub (weapon) ♦ At-Will			
Attack: Melee 3 (one or two creatures); +19 vs. AC			
Hit: 2d12 + 9 damage, and the raider slides the target 1 square.			
Effect: The target is marked until the end of the raider's next turn.			
↘ Agonize (psychic) ♦ At-Will			
Attack: Ranged 10 (one or two creatures); +17 vs. Fortitude			
Hit: 4d8 + 5 psychic damage, and the target is slowed until the end of the raider's next turn.			
Special: This attack does not provoke opportunity attacks.			
↙ Greatclub Sweep (weapon) ♦ Recharge ☼ ☼			
Attack: Close burst 2 (one creature in burst); +17 vs. AC			
Hit: 2d12 + 8 damage, and the target falls prone.			
↙ Scathing Spray (acid) ♦ Recharge when first bloodied			
Attack: Close blast 5 (enemies in blast); +17 vs. Reflex			
Hit: 4d8 + 5 damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).			
Miss: Half damage.			
TRIGGERED ACTIONS			
Telekinetic Harness ♦ At-Will			
Trigger: An enemy marked by the raider ends its turn in a square that is not adjacent to the raider.			
Effect (Immediate Reaction): The raider pulls the triggering enemy 6 squares.			
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)	
Con 20 (+12)	Int 10 (+7)	Cha 8 (+6)	
Alignment evil		Languages Common	
Equipment greatclub			

BRAXAT LORD

A braxat can grow so large and psychically powerful that only the strongest creatures on Athas can hope to oppose it. These braxat lords view most other beings as prey or potential slaves—those that don't end up in a lord's belly usually end up serving its dark whims.

Braxat Lord		Level 23 Elite Soldier	
Huge natural humanoid		XP 10,200	
HP 428; Bloodied 214	Initiative +19		
AC 39, Fortitude 36, Reflex 34, Will 35	Perception +18		
Speed 8	Low-light vision		
Resist 20 acid			
Saving Throws +2; Action Points 1			
TRAITS			
Threatening Reach			
The lord can make opportunity attacks against enemies within 3 squares of it.			
STANDARD ACTIONS			
⊕ Maul (weapon) ♦ At-Will			
Attack: Melee 3 (one creature); +28 vs. AC			
Hit: 5d8 + 10 damage, and the lord slides the target 2 squares.			
Effect: The target is marked until the end of the lord's next turn.			
↘ Crushing Pain (psychic) ♦ At-Will			
Attack: Ranged 10 (one creature); +27 vs. Fortitude			
Hit: 5d8 + 7 psychic damage, and the target is immobilized until the end of the lord's next turn.			
Afterside: The target is slowed until the end of the lord's next turn.			
↓ ↘ Attack Flurry ♦ At-Will			
Effect: The lord uses <i>maul</i> twice and <i>crushing pain</i> , making the attacks against two or three targets.			
↙ Vitriolic Spew (acid) ♦ Recharge when first bloodied			
Attack: Close blast 5 (enemies in blast); +25 vs. Reflex			
Hit: 2d10 + 5 acid damage, and ongoing 15 acid damage (save ends). The blast's area is difficult terrain and is lightly obscured until the end of the lord's next turn. Any creature that ends its turn in the area before the end of the lord's next turn takes 10 acid damage.			
MINOR ACTIONS			
↙ Overawe (psychic) ♦ Recharge ☼ ☼			
Attack: Close burst 10 (creatures in burst marked by the lord); +25 vs. Will			
Hit: 2d8 + 7 psychic damage, and the target grants combat advantage and cannot take immediate actions or opportunity actions (save ends both).			
TRIGGERED ACTIONS			
Telekinetic Harness ♦ At-Will			
Trigger: An enemy marked by the lord ends its turn in a square that is not adjacent to the lord.			
Effect (Immediate Reaction): The lord pulls the triggering enemy 6 squares, and the target is restrained and takes ongoing 15 psychic damage (save ends both).			
Str 27 (+19)	Dex 22 (+17)	Wis 24 (+18)	
Con 22 (+17)	Int 12 (+12)	Cha 10 (+11)	
Alignment evil		Languages Common	
Equipment maul			

BRAXATS IN COMBAT

A braxat is a clever, wicked, and patient foe. It smashes the bones of its enemies with mighty swings of its weapon and uses its mental powers to prevent the broken victims from escaping before they can be finished off.

LEFT TO THEIR OWN DEVICES, these four-armed giant-kin wander the deserts in small nomadic bands, eking out primitive existences, guided by primal spirits. Their dull minds encourage their simple ways. But the bestial brohgs are rarely left alone—to the contrary, other Athasians conscript them to fight as gladiators in the arena or as soldiers on the battlefield.

LORE

Nature DC 22: Brohgs are simple giantfolk with archaic ways. While wandering in small bands or living in sheltered dwellings among cliffs or canyons, they listen to the whispers of primal spirits and world-bound elementals. They rarely use the primal magic granted by these entities except to find food and water. Instead, brohgs lead moderate lives, taking only what they need from the land and occasionally meeting with other brohgs to mate and swap stories. Despite its dim intellect, the typical brohg is a capable survivalist and naturally talented at combat.

A brohg that focuses its attention on the fighting arts, as the elite hunters among free brohgs do, becomes a skillful warrior. This talent makes brohgs targets for slavers looking for gladiator and soldier slaves. Brohgs that learn the value of their abilities flee the slavers and become mercenaries instead.

Every brohg has a natural sense for arcane magic, which the four-armed creatures see as a blight brought to Athas by evil spirits. They believe that arcanists traffic with foul, unseen beings, so brohgs distrust all arcanists and hate all defilers. It is possible that some great harm came to brohgs long ago through the misuse of arcane power, or that the brohg race was spawned through the manipulation of such energy.

Once in every generation or two, a brohg is born with innate arcane power that manifests in adolescence. Afraid to kill the accursed one for fear of releasing evil spirits, the tribe banishes the renegade into the wastes, where it travels alone and lives as a hermit. Few such renegades have the wherewithal to learn anything more difficult than defiling sorcery. The use of defiling magic eventually taints these brohg renegades, and their belief that they are possessed by evil spirits hastens their corruption.

ENCOUNTERS

Brohgs keep hardy beasts as pets. They also ally with earth creatures such as galeb duhrs, other giants, and some humanoids. A brohg might be found as a mercenary or a slave soldier among civilized folk or in an arena. Evil creatures join forces with malevolent

brohg renegades, and in a few cases, such renegades have set themselves up as masters of other degenerate brohgs.

BROHGS IN COMBAT

A brohg hurler prefers to skulk behind its tribe's warriors and hurl boulders at enemies from afar. A brohg warrior, on the other hand, moves near foes and engages as many of them as possible. Although a brohg warrior might stand and fight to cover its allies' withdrawal, it is rarely willing to battle to the death. A brohg renegade is much more pragmatic, scouring its enemies with spells unless the foes prove capable, at which point it retreats to plot revenge.

BROHG HURLER

The hurler is quick on its feet and adept at grabbing and throwing boulders, objects, and even creatures with its four arms.

Brohg Hurler	Level 10 Artillery
Large natural humanoid (giant)	XP 500
HP 82; Bloodied 41	Initiative +9
AC 22, Fortitude 23, Reflex 22, Will 20	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Slam ⚡ At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 5 damage, and the hurler grabs the target.	
🗨 Hurl Rock (weapon) ⚡ At-Will	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 2d10 + 6 damage, and the target is pushed 2 squares and falls prone.	
👉 Hurl Away (weapon) ⚡ At-Will	
Requirement: The brohg must have a creature grabbed.	
Effect: The brohg pushes one creature grabbed by it 10 squares to a square adjacent to another creature. The pushed creature falls prone and takes 2d10 + 5 damage.	
Attack: Ranged 10 (one creature adjacent to the pushed creature); +15 vs. Reflex	
Hit: 2d10 + 5 damage, and the brohg pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
⚡ Swift Reaction ⚡ At-Will	
Trigger: The hurler is missed by a melee attack.	
Effect (Immediate Reaction): The hurler shifts 1 square.	
Skills Athletics +15, Nature +12	
Str 20 (+10)	Dex 18 (+9) Wis 14 (+7)
Con 16 (+8)	Int 6 (+3) Cha 6 (+3)
Alignment unaligned	Languages Giant
Equipment leather armor	

BROHG WARRIOR

Naturally ambidextrous, a brohg can carry a weapon or a shield in each of its four hands. A sharp-eyed brohg warrior wields these armaments with the skill of a trained soldier.

**Brohg Warrior****Level 10 Elite Soldier**

Large natural humanoid (giant)

XP 1,000

HP 212; Bloodied 106

Initiative +9

AC 26, Fortitude 23, Reflex 20, Will 22

Perception +14

Speed 6

Low-light vision

Saving Throws +2; Action Points 1

STANDARD ACTIONS⊕ **Spear (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +15 vs. AC

Hit: 2d10 + 7 damage, and the target is marked until the end of the warrior's next turn.

⊗ **Hurl Rock (weapon) ♦ At-Will**

Attack: Ranged 20 (one creature); +15 vs. AC

Hit: 2d8 + 6 damage, and the target falls prone.

⚔ **Double Attack ♦ At-Will**

Effect: The warrior makes two basic attacks.

MINOR ACTIONS**Brohg Taunt ♦ Recharge when first bloodied**

Effect: The warrior marks all enemies in a close burst 2 until the end of its next turn.

TRIGGERED ACTIONS⚔ **Battle Alacrity ♦ At-Will**

Trigger: An enemy marked by the warrior and within 2 squares of it moves.

Attack (Opportunity Action): Melee 2 (triggering enemy); +15 vs. AC

Hit: 1d10 + 5 damage.

Effect: The warrior shifts 1 square.

Skills Athletics +15, Nature +14

Str 21 (+10)

Dex 15 (+7)

Wis 18 (+9)

Con 18 (+9)

Int 6 (+3)

Cha 8 (+2)

Alignment unaligned Languages Giant

Equipment hide armor, light shield, 2 spears

BROHG RENEGADE

Brohgs dislike spellcasters and are enraged by defilers and by those who abuse arcane magic. Such talents are taboo among brohg tribes. When a brohg is born capable of using magic, it is branded a renegade among its own kind.

Brohg Renegade**Level 13 Solo Controller**

Large natural humanoid (giant)

XP 4,000

HP 512; Bloodied 256

Initiative +10

AC 27, Fortitude 25, Reflex 24, Will 26

Perception +13

Speed 6

Low-light vision

Saving Throws +5; Action Points 2

TRAITS**Arcane Secret**

The renegade makes saving throws against effects that daze or stun, including effects that don't normally end on a save, at both the start and the end of its turn.

STANDARD ACTIONS⚔ **Entropy Belt (psychic) ♦ At-Will**

Attack: Ranged 10 (one, two, or three creatures); +17 vs. Will
Hit: 2d10 + 10 psychic damage, and the renegade pushes the target 3 squares.

⚔ **Defiling Vortex (necrotic) ♦ Recharge when first bloodied**

Attack: Close burst 3 (dazed enemies in burst); +14 vs. Fortitude

Hit: The target falls prone and is weakened (save ends).

Miss: 3d10 + 6 necrotic damage.

Effect: The renegade gains temporary hit points equal to 5 × the number of targets it hit with this power.

⚔ **Defiling Blast (necrotic) ♦ Recharge ☹ ☹ ☹**

Attack: Close blast 5 (enemies in blast); +14 vs. Reflex

Hit: 3d10 + 6 necrotic damage, and the target is dazed (save ends). While any target is dazed by this power, the renegade gains a +4 bonus to damage rolls.

Miss: Half damage.

MINOR ACTIONS⚔ **Dagger (force, weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +18 vs. AC

Hit: 4d6 + 7 damage, and if the target does not end its next turn at least 2 squares away from the renegade, the target takes 6 force damage.

TRIGGERED ACTIONS**Variable Resistance ♦ 2/Encounter**

Trigger: The renegade takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The renegade gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

⚔ **Wrath Sphere (force) ♦ At-Will**

Trigger: The renegade is hit by an enemy that has combat advantage against it.

Attack (Immediate Reaction): Close burst 1 (triggering enemy in burst); +16 vs. Fortitude

Hit: 4d6 + 6 force damage, and the renegade pushes the target 2 squares and knocks it prone.

⚔ **Bloodied Defiling ♦ Encounter**

Trigger: The renegade is first bloodied.

Effect (Free Action): Defiling blast recharges, and the renegade uses it.

Skills Arcana +10, Insight +13, Nature +13

Str 20 (+11)

Dex 18 (+10)

Wis 14 (+8)

Con 16 (+9)

Int 8 (+5)

Cha 22 (+12)

Alignment evil

Languages Common, Giant

Equipment dagger

CACTUS

ATHAS'S CACTI ARE IMPORTANT SOURCES of water and sustenance, but a few species are mobile, hazardous, or monstrous. Although most carnivorous plants are stationary hazards for the unwary, some actively hunt prey.

LORE

Nature DC 21: A zombie cactus blooms with flowerlike protrusions sprouting four to eight violet berries filled with refreshing nectar. It closely resembles the rare flowering oasis cactus, whose juicy fruit is salvation for lost and thirsty travelers. With this tempting disguise it draws in its prey, then lashes out with life-stealing tendrils.

Sages believe that zombie cacti were created as traps by psionics-using slavers, aided by defilers, but their creations were ultimately uncontrollable. Those cacti that were not destroyed found their way into the desert.

Hunter cacti are opportunistic hunters that grow and stay where prey is plentiful, moving on from poor hunting grounds. They rely on their camouflage as they wait for distracted or unobservant creatures to come close. A cactus might leave an occasional corpse uneaten, in hopes of attracting scavengers that make a better meal.

The flesh of a hunter cactus is succulent and nourishing, a tasty reward for those who turn the tables on it.

ENCOUNTERS

A zombie cactus exists alone or in a small patch amid a number of thralls. Sometimes zombie cacti are encountered in pairs.

Although simple and self-serving, zombie cacti have a low cunning. They might form short-term alliances with creatures that lure prey to them. A few are forced into the service of more powerful beings and constantly look for a chance to escape.

Humanoids can train hunter cacti to coexist with them by feeding the predatory plants. Such cacti learn to attack intruders other than their usual feeders and serve as easily overlooked guardians.

ZOMBIE CACTUS

Not all cacti are drab and prickly. The zombie cactus is a beautiful plant, with delicate spines and plenty of juicy berries. It attracts thirsty creatures, then dominates and desiccates them, creating a small army of undying servitors in the process.

Zombie Cactus	Level 11 Elite Lurker	
Large natural magical beast (plant)	XP 1,200	
HP 182; Bloodied 91	Initiative +11	
AC 25, Fortitude 25, Reflex 23, Will 24	Perception +7	
Speed 2 (earth walk)	Tremorsense 10	
TRAITS		
Poison Fruit (charm)		
The cactus bears between four and eight nectar-filled fruit. A creature can pick a fruit as a minor action and drink its liquid as a minor action. Any creature that drinks the liquid is dominated as if by the cactus's <i>dominating spores</i> (save ends).		
STANDARD ACTIONS		
⊕ Tendril (necrotic) ◆ At-Will		
Attack: Melee 3 (one creature); +16 vs. AC		
Hit: 2d8 + 6 damage, and if the target is dominated by the cactus, it also takes ongoing 10 necrotic damage (save ends).		
⊕ Lashing Tendrils ◆ At-Will		
Effect: The cactus uses <i>tendril</i> twice, making each attack against a different target.		
⚡ Dominating Spores (charm, zone) ◆ Recharge when the cactus uses <i>innocuous form</i>		
Attack: Close burst 3 (enemies in burst); +14 vs. Will		
Hit: The target is dominated (save ends). While at 0 hit points or fewer, the target cannot save against this power. When a creature dominated by the cactus dies, it becomes a zombie cactus thrall at the start of the zombie cactus's next turn. The thrall acts immediately after the zombie cactus. The slain humanoid cannot be raised until the thrall is destroyed.		
Effect: The burst creates a zone that lasts until the end of the cactus's next turn. Creatures dominated by the cactus that are within the zone take a -5 penalty to saving throws against this power.		
Innocuous Form ◆ At-Will		
Effect: The cactus changes its form to resemble a flowering oasis cactus (DC 27 Nature check to notice the difference). While in this form, it gains resist 15 to all damage and regeneration 5, and it can take no actions other than to revert to its normal form as a minor action.		
Regeneration 5: The cactus regains 5 hit points whenever it starts its turn and has at least 1 hit point.		
Skills Stealth +12		
Str 17 (+8)	Dex 15 (+7)	Wis 15 (+7)
Con 19 (+9)	Int 4 (+2)	Cha 17 (+8)
Alignment unaligned		Languages telepathy 10

ZOMBIE CACTUS THRALL

A zombie cactus might have a number of thralls hidden nearby. These animated monstrosities lie buried in the sand until they rise up to aid their master.



Zombie Cactus Thrall Level 11 Minion Brute

Medium natural animate (plant) XP 150

HP 1; a missed attack never damages a minion. Initiative +7
 AC 23, Fortitude 24, Reflex 22, Will 20 Perception +7
 Speed 6 (earth walk)

TRAITS

Unhindered

When the thrall moves, it pulls with it any creature grabbed by it. The creature remains grabbed, and the thrall does not provoke an opportunity attack from the grabbed creature.

STANDARD ACTIONS

⊕ Slam ⚡ At-Will

Attack: Melee 1 (one creature); +16 vs. AC
 Hit: 10 damage.

† Grab ⚡ At-Will

Requirement: The thrall must not have a creature grabbed.
 Attack: Melee 1 (one creature); +14 vs. Reflex
 Hit: 10 damage, and the thrall grabs the target.

TRIGGERED ACTIONS

⚡ Spore Burst (charm) ⚡ Encounter

Trigger: The thrall drops to 0 hit points.
 Attack (No Action): Close burst 1 (enemies in burst); +14 vs. Will
 Hit: The target is dominated as if by the zombie cactus's dominating spores (save ends).

Skills Stealth +12

Str 20 (+10) Dex 15 (+7) Wis 14 (+7)

Con 16 (+8) Int 2 (+1) Cha 10 (+5)

Alignment unaligned Languages --

ZOMBIE CACTI IN COMBAT

A zombie cactus draws prey in before it attacks. It uses *innocuous form* to wait undetected until a creature drinks from its hypnotic fruit and becomes dominated. It then unfolds, striking with its tendrils.

When enough potential targets are near, it unleashes *dominating spores* and keeps dominated creatures close by within the resulting zone. It then retreats once more into *innocuous form*, recharging its spores and healing damage.

Nearby zombie cactus thralls serve the master cactus by dragging victims closer or by exploding into a cloud of spores on death to dominate nearby prey.

HUNTER CACTUS

Bristling with poisonous needles and long feeding spines, a hunter cactus resembles a mundane desert plant until unsuspecting prey wanders too close.

Hunter Cactus Level 12 Lurker

Large natural magical beast (plant) XP 700

HP 93; Bloodied 46 Initiative +15
 AC 26, Fortitude 24, Reflex 25, Will 23 Perception +9
 Speed 6 Tremorsense 20

TRAITS

Plant Form

The cactus is indistinguishable from a normal cactus without a DC 28 Nature check.

STANDARD ACTIONS

⊕ Slam (poison) ⚡ At-Will

Attack: Melee 2 (one creature); +17 vs. AC
 Hit: 3d6 + 5 damage, and ongoing 5 poison damage (save ends).

† Feeding Spine ⚡ At-Will

Attack: Melee 1 (one blinded creature); +15 vs. Fortitude
 Hit: 2d6 + 5 damage, and the cactus can grab the target if the cactus has fewer than two creatures grabbed.
 Sustain Minor: The cactus sustains each of its grabs, and any creature grabbed by it takes 2d6 + 5 damage.

⚡ Spine Burst (poison) ⚡ Recharge ☼ ☼

Attack: Close burst 3 (enemies in burst); +15 vs. Reflex
 Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).

TRIGGERED ACTIONS

⚡ Psychic Feedback (psychic) ⚡ At-Will

Requirement: The cactus must have a creature grabbed.
 Trigger: An enemy's attack damages the cactus.
 Effect (Immediate Reaction): One creature grabbed by the cactus takes psychic damage equal to the damage of the triggering attack.

Skills Stealth +16

Str 19 (+10) Dex 21 (+11) Wis 17 (+9)

Con 15 (+8) Int 2 (+2) Cha 3 (+2)

Alignment unaligned Languages --

HUNTER CACTI IN COMBAT

A hunter cactus blends in with normal cacti around it, waiting for creatures to stop to gather sustenance from the plants. It launches poisonous spines, then moves in to inject blinded and disoriented prey with its feeding spines. The cactus is interested in food, not battle. Once it has captured its quarry, it tries to keep other attackers at bay so that it can escape to feed.

CHATHRANG

THE PARCHED TRAVELERS finally catch sight of a small, reedy oasis. One of their number, versed in nature magic, follows the course of a desert hawk. As the group descends the side of a small mesa, a sharp screech pierces the air. Their bird guide flaps its wings in panic as it is pulled into a patch of what looks like bamboo. It disappears with a crunch.

LORE

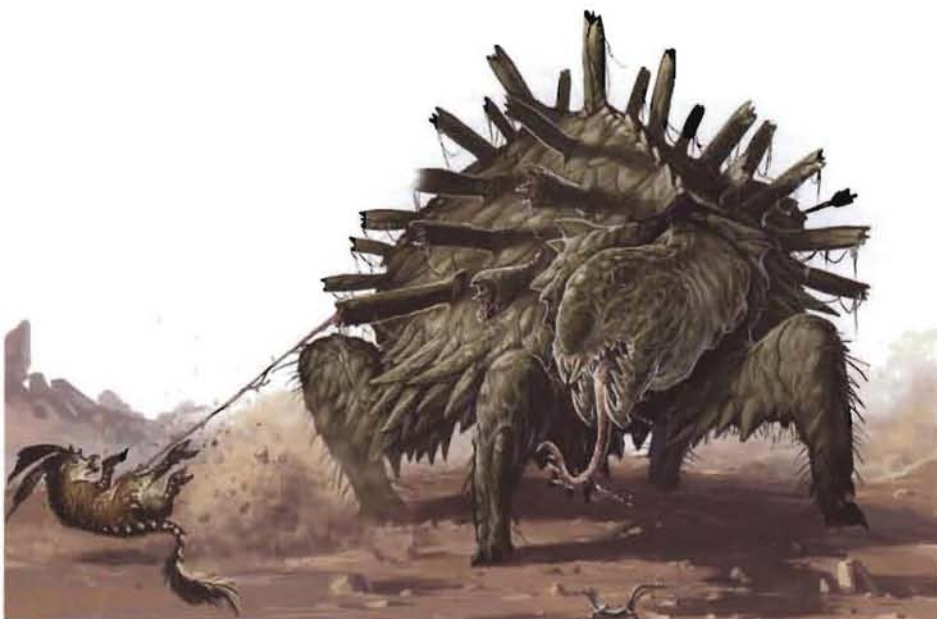
Nature DC 19: Veteran desert travelers know to be wary near an oasis. These locales can hide disguised predators such as chathrangs.

A chathrang looks like an outsized tortoise, its back covered with reedlike protrusions. These tubes shoot quills covered with a sticky toxin. Each quill is attached to the beast by a long, sinewy cord by which it pulls its quarry closer. Chathrangs prey on small flying birds or insects, but they capture land-dwelling prey if nothing else is available.

ENCOUNTERS

Slow and cowardly, chathrangs live and travel in groups of three. They make their homes near sources of plentiful prey, sharing the food they capture with other predators in exchange for protection.

Training a chathrang is difficult and rarely worth the effort, though dune traders and assassins sometimes keep the creatures to harvest the toxin they secrete. Captive chathrangs aren't reliable guards, but they might become agitated and attack in chaotic situations.



Chathrang Medium natural beast (reptile)	Level 9 Artillery XP 400
HP 81; Bloodied 40	Initiative +8
AC 22, Fortitude 22, Reflex 21, Will 19	Perception +7
Speed 4	
TRAITS	
☼ Spiny Shell ◆ Aura 1 Any enemy that enters the aura or starts its turn there takes 5 damage.	
STANDARD ACTIONS	
Ⓛ Bite ◆ At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d8 + 5 damage.	
Ⓢ Spine Shot (poison) ◆ At-Will Attack: Ranged 20 (one creature); +14 vs. Reflex Hit: 2d10 + 6 poison damage.	
↘ Spine Volley ◆ At-Will Effect: The chathrang uses <i>spine shot</i> twice, making each attack against a different target.	
↘ Poisoned Tether (poison) ◆ At-Will Attack: Ranged 20 (one creature); +14 vs. Reflex Hit: 2d10 + 6 poison damage, and the target is immobilized and cannot be pulled, pushed, or slid except by <i>reel in</i> (save ends both). This effect ends if the target teleports.	
MINOR ACTIONS	
Reel In ◆ At-Will Effect: The chathrang pulls a creature immobilized by its poisoned tether 5 squares.	
TRIGGERED ACTIONS	
Retreat into Shell ◆ Recharge when first bloodied Trigger: The chathrang is damaged by an attack. Effect (Immediate Reaction): Until the end of its next turn, the chathrang is slowed, cannot attack, and gains a +5 bonus to AC, and the damage of its <i>spiny shell</i> aura increases to 10.	
Skills Stealth +13	
Str 16 (+7)	Dex 18 (+8) Wis 16 (+7)
Con 21 (+9)	Int 2 (+0) Cha 13 (+5)
Alignment unaligned	Languages –

CHATHRANGS IN COMBAT

Chathrangs aren't smart. They use their tethers to poison and drag prey to them without stopping to consider that a captured creature might be dangerous. They prefer to attack flying enemies instead of those on the ground.

As it waits for prey to approach, a chathrang digs a shallow burrow in which it hides with only its spines visible, so that it looks like a pile of broken reeds or bamboo. When hurt, a chathrang instinctively hides inside its bony shell.

CILOPS

CILOPS

CILOPSES PROWL SANDY WASTES and deserted streets at night, seeking an easy meal. Templars favor cilop- ses as hunters because of their psionic-based tracking talents. Enemies of the sorcerer-kings shut their doors and slink away into the shadows when they hear the scuttling sound of a cilops approach.

LORE

Nature DC 19: Mundane centipedes of Athas infest any area where water collects, and these larger predatory versions are found in the same envi- ronments. Cilopses have tougher shells than their smaller kin, as well as psionic abilities that debilitate prey and keep it within striking range.

ENCOUNTERS

Captured cilopses can be trained as pets or guard- ians. Some templars train cilops stalkers as lone hunters, then turn them loose in the streets of the city-states.



Cilops Stalker		Level 7 Elite Skirmisher
Large natural beast		XP 600
HP 154; Bloodied 77		Initiative +9
AC 21, Fortitude 19, Reflex 20, Will 19		Perception +4
Speed 6		Darkvision
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⊕ Pincers ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d6 + 5 damage, or 4d6 + 5 against creatures granting combat advantage to the cilops.		
MOVE ACTIONS		
⊕ Sudden Rush ♦ Recharge ☹ ☹ ☹		
Effect: The stalker shifts its speed. It can move through enemies' spaces during the shift. Whenever the stalker enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0; +10 vs. Reflex		
Hit: 3d10 + 5 damage, and the target falls prone.		
MINOR ACTIONS		
⊕ Dazing Antennae (lightning) ♦ At-Will (1/round)		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 3d6 + 5 lightning damage, and the target is dazed until the end of the stalker's next turn.		
Follow Psychic Trail ♦ Encounter		
Effect: Choose one creature that the stalker can see. Until the end of the encounter, that creature grants combat advantage to the stalker and cannot become hidden from it.		
Str 13 (+4)	Dex 19 (+7)	Wis 13 (+4)
Con 13 (+4)	Int 2 (-1)	Cha 13 (+4)
Alignment unaligned		Languages -

CILOPS IN COMBAT

A cilops chooses a single target as its quarry, using *follow psychic trail* to maintain combat advantage against it. The creature then focuses its attacks on its chosen quarry until that creature is unconscious or incapacitated.

Cilops Creeper		Level 5 Skirmisher
Large natural beast		XP 200
HP 60; Bloodied 30		Initiative +7
AC 19, Fortitude 15, Reflex 17, Will 18		Perception +11
Speed 7, climb 7		Darkvision
Resist 5 psychic		
TRAITS		
Combat Advantage (psychic)		
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d10 + 8 damage.		
Effect: The cilops shifts 2 squares.		
⊕ Paralyzing Antennae ♦ Encounter		
Attack: Melee 1 (one creature granting combat advantage to the creeper); +8 vs. Fortitude		
Hit: 2d6 + 4 damage, and the target is dazed and immobilized until the end of the creeper's next turn.		
MINOR ACTIONS		
Follow Psychic Trail ♦ Encounter		
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.		
Str 12 (+3)	Dex 16 (+5)	Wis 19 (+6)
Con 12 (+3)	Int 1 (-3)	Cha 12 (+3)
Alignment unaligned		Languages -

CLOUD RAY

CREATURES WITH PRIMEVAL ORIGINS, cloud rays are as rare as they are tremendous in size. They float in from the Sea of Silt to feed and rest, and are rarely dangerous unless disturbed.

LORE

Arcana or Nature DC 29: Although cloud rays are big enough to consume whole villages, these exotic beasts subsist largely on psychic, entropic, and magical energy. Despite their great size, they require a tiny amount of physical sustenance—even less as they grow older—so they are rarely dangerous.

Cloud ray elders settle onto the land, cover themselves in sand or debris, and fall into deep slumber until material hunger or an external disturbance rouses them. Tales tell of travelers who camped on a choice piece of high ground that turned out to be a sleeping elder and awoke high in the sky or in unfamiliar surroundings.

Sometimes cloud rays disappear during their repose, reappearing in a distant place of which they dreamed. Wounded rays can tap into this “dream space” briefly, sapping their enemies in the process.

ENCOUNTERS

A cloud ray elder is as much a setting for combat as it is an opponent, if adventurers inadvertently set foot on it. While riding the creature’s back, they are sitting ducks for other flying predators, including younger cloud rays. Cloud ray pups gather around a creature that feeds them (usually an older cloud ray) or follow a predator that allows them to scavenge its scraps.

CLOUD RAY ELDER

These 50-foot-long giants of the sky are exceedingly rare. They drift lazily through the air or settle for long naps on the warm sands.

CLOUD RAY ELDERS IN COMBAT

When attacking, the gigantic ray wings among its enemies to lash them with thunder or grab them in its crushing jaws. Like younger cloud rays, it might drop grabbed prey. But the elder tries to ensure that dropped creatures end up close together so that it can grab them all up again during its next flyby.

Cloud Ray Elder	Level 25 Solo Controller	
Gargantuan elemental beast	XP 35,000	
HP 952; Bloodied 476	Initiative +18	
AC 39, Fortitude 39, Reflex 35, Will 37	Perception +20	
Speed 4, fly 12 (hover)		
Immune dazed, stunned; Resist 15 lightning, 15 thunder		
Saving Throws +5; Action Points 2		
TRAITS		
☀ Undulating Winds (thunder) ◆ Aura 3		
Any creature that starts its turn within the aura or within the elder's space takes 15 thunder damage, and the elder slides it 3 squares to a square within the aura.		
Flat Body		
Creatures can enter and end their moves in the elder's space.		
Unhindered		
When the cloud ray elder moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the elder does not provoke an opportunity attack from the grabbed creature.		
STANDARD ACTIONS		
⊕ Sting (thunder) ◆ At-Will		
Attack: Melee 5 (one creature); +30 vs. AC		
Hit: 2d10 + 10 thunder damage, and ongoing 10 thunder damage (save ends).		
⚡ Thunder Lash (thunder) ◆ At-Will		
Attack: Melee 5 (one creature); +30 vs. AC		
Hit: 4d10 + 10 damage, and the elder makes a secondary attack.		
Secondary Attack: Close burst 5 centered on the primary target (enemies in burst other than the primary target); +28 vs. Fortitude		
Hit: 4d8 + 6 thunder damage, and the secondary target is pushed 3 squares away from the primary target.		
Miss: Half damage.		
↶ Scooping Bite ◆ At-Will		
Attack: Close blast 5 (enemies in blast); +28 vs. Reflex		
Hit: 3d10 + 10 damage, and the elder can grab the target if the elder has fewer than three creatures grabbed.		
⚡ Gliding Menace ◆ Recharge ☼ ☼ ☼		
Effect: The elder flies its speed and uses <i>thunder lash</i> and <i>scooping bite</i> , each at a different point during the movement. It does not provoke opportunity attacks when moving away from the target of each attack.		
MINOR ACTIONS		
⚡ Crush ◆ At-Will (1/round)		
Attack: Melee 1 (one, two, or three creatures grabbed by the elder); +28 vs. Fortitude		
Hit: 4d10 + 14 damage		
Effect: The elder sustains each of its grabs.		
TRIGGERED ACTIONS		
↶ Dream Flight (teleportation) ◆ Encounter		
Trigger: The elder is first bloodied.		
Effect (Free Action): The elder teleports 15 squares, teleporting with it any creature grabbed by it. The elder then makes the following attack.		
Attack: Close burst 2 (enemies in burst); +29 vs. Fortitude		
Hit: The target is dazed and slowed (save ends both).		
First Failed Saving Throw: The target is instead stunned (save ends).		
Second Failed Saving Throw: The target is instead unconscious (save ends).		
Str 30 (+22)	Dex 22 (+18)	Wis 27 (+20)
Con 30 (+22)	Int 2 (+8)	Cha 8 (+11)
Alignment unaligned	Languages —	

CLOUD RAY ADULT

Despite its bulk, this diamond-shaped monster glides easily on finlike wings. It cruises the skies continually, dropping only to rest or to attack landbound prey.

Cloud Ray Adult		Level 23 Elite Skirmisher	
Huge elemental beast		XP 10,200	
HP 424; Bloodied 212	Initiative +20		
AC 37, Fortitude 34, Reflex 36, Will 35	Perception +19		
Speed 4, fly 12 (hover)			
Resist 15 lightning, 15 thunder			
Saving Throws +2; Action Points 1			
TRAITS			
Unhindered			
When the cloud ray adult moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the adult does not provoke an opportunity attack from the grabbed creature.			
STANDARD ACTIONS			
⚡ Sting (thunder) ⚡ At-Will			
Attack: Melee 4 (one creature); +28 vs. AC			
Hit: 4d10 + 8 thunder damage.			
⚡ Bite ⚡ At-Will			
Attack: Melee 1 (one creature); +28 vs. AC. While the cloud ray has a creature grabbed, it can use <i>bite</i> against the grabbed creature only.			
Hit: 5d8 + 10 damage, and the cloud ray grabs the target. The target takes a -4 penalty to attempts to escape the grab.			
↓ Gliding Attack ⚡ At-Will			
Effect: The cloud ray flies its speed and makes two basic attacks, each at a different point during the movement. It does not provoke opportunity attacks when moving away from the target of each attack.			
↩ Wing Storm (thunder, zone) ⚡ Recharge [☒][☒]			
Attack: Close burst 3 (creatures in burst); +25 vs. Fortitude			
Hit: 4d10 + 9 thunder damage, and the cloud ray pushes the target 3 squares and knocks it prone.			
Effect: The burst creates a zone that is lightly obscured and lasts until the end of the cloud ray's next turn.			
MOVE ACTIONS			
↩ Dream Flight (teleportation) ⚡ Encounter			
Requirement: The cloud ray must be bloodied.			
Effect: The cloud ray teleports 15 squares, teleporting with it any creature grabbed by it. The cloud ray then makes the following attack.			
Attack: Close burst 2 (creatures in burst); +25 vs. Fortitude			
Hit: The target is slowed (save ends).			
First Failed Saving Throw: The target is dazed and slowed (save ends both).			
MINOR ACTIONS			
↓ Crush ⚡ At-Will (1/round)			
Attack: Melee 1 (one creature grabbed by the cloud ray); +26 vs. Fortitude			
Hit: 5d8 + 9 damage.			
Str 23 (+17)	Dex 24 (+18)	Wis 26 (+19)	
Con 20 (+16)	Int 2 (+7)	Cha 8 (+10)	
Alignment unaligned	Languages –		

CLOUD RAY ADULTS IN COMBAT

A cloud ray adult swoops from the skies to attack as it flies by its enemies. It grabs up and crushes one creature in its mouth, carrying its prize aloft. It might drop a grabbed creature to soften it up, freeing the cloud ray to make another pass through its remaining enemies.

CLOUD RAY PUP

Young cloud rays are flat and translucent, relatively delicate despite their large size.

Cloud Ray Pup		Level 21 Minion Skirmisher	
Large elemental beast		XP 800	
HP 1; a missed attack never damages a minion.	Initiative +19		
AC 35, Fortitude 33, Reflex 34, Will 33	Perception +16		
Speed 4, fly 12 (hover)			
Resist 15 lightning, 15 thunder			
STANDARD ACTIONS			
⚡ Sting (thunder) ⚡ At-Will			
Attack: Melee 3 (one creature); +26 vs. AC			
Hit: 14 damage.			
↓ Gliding Attack ⚡ At-Will			
Effect: The pup flies its speed and uses <i>sting</i> at any point during the movement. It does not provoke an opportunity attack when moving away from the target of the attack.			
TRIGGERED ACTIONS			
↩ Dream Resurgence ⚡ Encounter			
Trigger: The pup drops to 0 hit points.			
Effect (No Action): The pup is removed from play until the start of its next turn. It then appears in a square within 10 squares of its last location with 1 hit point and without any effects on it.			
Str 21 (+15)	Dex 25 (+17)	Wis 23 (+16)	
Con 20 (+15)	Int 2 (+6)	Cha 8 (+9)	
Alignment unaligned	Languages –		

CLOUD RAY PUPS IN COMBAT

A cloud ray pup flits around its target and stings it until all resistance ceases. Only then does it settle down to eat. Pups prefer to attack creatures that are on a nearby elder's back or that have been dropped.



CRODLU

SMALL HERDS OF THESE VICIOUS OMNIVORES roam the wastes. They resemble featherless birds with powerful legs and clawed forelimbs instead of wings. Some are bred and trained to bear humanoids into combat, yet even those are unpredictable and aggressive.

LORE

Nature DC 15: Wild crodlus form small herds of about a dozen members, each led by a dominant female. In a given herd, females outnumber males and are related to one another. The dominant female's mate outranks other males but is otherwise part of the herd. Males leave their birth herd on reaching adulthood to seek a mate in another herd.

Once per year, crodlus mate and lay eggs. The young can run and hunt within minutes of hatching, though few escape predators and humanoid raiders.

Crodlus are curious—sometimes to a fault—and have been observed examining objects and holding such items with their forelimbs. In the wild, they use simple tools such as sticks to drive small prey out of hiding.

ENCOUNTERS

In the wild, crodlus live and travel in herds. They flee from larger predators and treat weaker or smaller creatures as prey. Humanoids train crodlus as mounts, despite their unpredictable nature. Domesticated crodlus are found among any beings capable of handling and feeding the beasts.



Crodlu	Level 3 Brute	
Large natural beast (reptile)	XP 150	
HP 55; Bloodied 27	Initiative +3	
AC 15, Fortitude 17, Reflex 15, Will 13	Perception +1	
Speed 8		
STANDARD ACTIONS		
⊕ Beak ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 4 damage.		
⊕ Claws ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 4 damage.		
‡ Pounce ♦ At-Will		
Effect: The crodlu can move its speed. Whether or not it moves, it can use <i>beak</i> and <i>claws</i> , making each attack against the same target. If both attacks hit, the target also falls prone.		
Str 19 (+5)	Dex 15 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 3 (-3)	Cha 8 (+0)
Alignment unaligned	Languages —	

War Crodlu	Level 5 Brute	
Large natural beast (mount, reptile)	XP 200	
HP 76; Bloodied 38	Initiative +5	
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +3	
Speed 8		
STANDARD ACTIONS		
⊕ Beak ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 3 damage.		
⊕ Claws ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d8 + 4 damage.		
‡ Pounce ♦ At-Will		
Effect: The crodlu can move its speed. Whether or not it moves, it can use <i>beak</i> and <i>claws</i> , making each attack against the same target. If both attacks hit, the target also falls prone.		
TRIGGERED ACTIONS		
Pouncing Mount (mount) ♦ Encounter		
Trigger: The crodlu charges an enemy while mounted by a friendly rider of 5th level or higher.		
Effect (No Action): The crodlu's rider can make a melee basic attack as a free action against the target of the crodlu's charge.		
Str 20 (+7)	Dex 16 (+5)	Wis 13 (+3)
Con 16 (+5)	Int 3 (-2)	Cha 8 (+1)
Alignment unaligned	Languages —	

CRODLUS IN COMBAT

A crodlu sprints at its target and pounces. Groups use pack tactics against larger or more numerous targets. Once prey is down, the crodlus surround it and stab it with their beaks until it's dead. A few circle to pounce on enemies that manage to stand again. Crodlus are erratic and extremely aggressive, attacking with no concern for retaliation.

DAGORRAN

VICIOUS PREDATORS OF THE WASTES, these reptilian creatures are feared throughout Athas. They track the unique traces of sentient minds, running in packs as they relentlessly hunt down their quarry.

LORE

Nature DC 25: Dagorrans are pack predators. A dagorran can latch onto a sentient creature's mind, whether through direct contact or by stumbling upon that creature's psychic trail. The pack is relentless once on the scent of prey, tracking a target for days or weeks before closing for the kill.

Dagorrans spend nearly all their time hunting, and sleep for just a few hours every couple of days. They must stop to rear young, but only for a few weeks until the pups can run with the pack.

ENCOUNTERS

Wild dagorrans avoid any companions other than the pack. Occasionally, templars train young dagorrans as psionic hounds to hunt down fugitives or escaped slaves. These tame beasts fight alongside their humanoid masters.



DAGORRAN

Dagorran Mindhound		Level 16 Brute
Medium natural magical beast		XP 1,400
HP 194; Bloodied 97	Initiative +13	
AC 28, Fortitude 29, Reflex 28, Will 28	Perception +18	
Speed 8	Low-light vision	
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d10 + 8 damage.		
MINOR ACTIONS		
⊕ Psychic Scent ◆ At-Will		
Effect: Choose one living creature, or the tracks of a living creature, within 10 squares of the mindhound. That creature doesn't benefit from concealment, total concealment, or invisibility against the mindhound. In addition, the mindhound knows the creature's location until the creature dies or until the mindhound uses this power again.		
Skills Endurance +20		
Str 21 (+13)	Dex 20 (+13)	Wis 21 (+13)
Con 24 (+15)	Int 4 (+5)	Cha 15 (+10)
Alignment unaligned	Languages understands Common, telepathy 20 (other dagorrans only)	

Dagorran Ambusher		Level 17 Lurker
Medium natural magical beast		XP 1,600
HP 132; Bloodied 66	Initiative +17	
AC 31, Fortitude 30, Reflex 29, Will 28	Perception +18	
Speed 8	Low-light vision	
TRAITS		
Combat Advantage (psychic)		
The ambusher deals 2d6 extra psychic damage against any creature that cannot see it.		
STANDARD ACTIONS		
⊕ Bite (charm) ◆ At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d10 + 5 damage, and the ambusher becomes invisible to the target until the end of the ambusher's next turn.		
◆ Fade to Nothingness (illusion) ◆ At-Will		
Effect: The ambusher becomes invisible until it attacks or until the end of its next turn.		
MINOR ACTIONS		
⊕ Psychic Scent ◆ At-Will		
Effect: Choose one living creature, or the tracks of a living creature, within 10 squares of the ambusher. That creature doesn't benefit from concealment, total concealment, or invisibility against the ambusher. In addition, the ambusher knows the creature's location until the creature dies or until the ambusher uses this power again.		
Skills Endurance +20, Stealth +18		
Str 21 (+13)	Dex 20 (+13)	Wis 21 (+13)
Con 24 (+15)	Int 4 (+5)	Cha 15 (+10)
Alignment unaligned	Languages understands Common, telepathy 20 (other dagorrans only)	

DAGORRANS IN COMBAT

Once they have tracked down their prey, dagorrans use a combination of tactics. Ambushers move ahead to lurk in wait or to sneak up on unaware targets. Mindhounds charge in packs, seeking to surround and distract their prey. Once in combat, the pack leader keeps track of the main target with *psychic scent* while the rest of the pack does the same with other foes.

DRAGON OF TYR

EVERY BEING ON ATHAS FEARS THE DRAGON OF TYR, from the lowliest slaves to the mightiest sorcerer-kings. The Dragon swoops in periodically to demand tribute, claiming its title of slaves and treasure and taking them into the desert. It feels neither fear nor doubt, and it kills, steals, and destroys what it wants, when it wants.

LORE

History DC 35: The truth behind the Dragon of Tyr is known only to the sorcerer-kings, for the Dragon was once one of them. Borys the Butcher was a student of Rajaat, the First Sorcerer; along with fourteen other secret students, he learned the power of defiling magic and became a champion. When the champions' racial scouring ruined the world, though, Borys rebelled against his master and led the others against him. They defeated Rajaat and imprisoned him outside time and space.

After the champions resettled in the Tyr Region, each claimed a city-state and began the magical transformation into a dragon. Borys, demanding the power to guard Rajaat's prison, enlisted the help of the others to complete the process first. The ritual required a sacrifice: It ripped the life from every citizen of Ebe and turned the island city into a hellish wasteland. The newly created Dragon rechristened its former city Ur Draxa, or the City of Doom.

The Dragon dwells in the ruins of the palace in Ur Draxa, at the center of the valley of dust and fire in the Sea of Silt. A circle of liches in the Dragon's service, called the Dead Lords, governs the City of Doom, commanding slaves and undead templars. The people of Athas see the Dragon only when it collects its levy from the other sorcerer-kings. It claims hundreds of slaves, which it devours or brings to Ur Draxa for use in experiments or as gifts to the liches that serve it.

Religion DC 31: The Dragon keeps the phylacteries of its Dead Lords in a hidden place deep within the citadel to ensure their obedience. The Lord Vizier has its own agenda, though, and sends its minions in search of scattered bits of lore related to the planes. It experiments constantly, trying to find a way to cross to the Astral Sea and explore that mysterious realm.

ENCOUNTERS

Outside Ur Draxa, the Dragon fights alone and has no desire or need for allies. Since it leaves its city only on specific missions, the Dragon has little patience for interruptions. It doesn't pay attention to adventurers unless they attack it or reveal that they know secrets about it or its plans.

Dragon of Tyr Level 33 Solo Controller
Gargantuan natural magical beast (dragon) XP 155,000

HP 1,216; Bloodied 608 Initiative see *Dragon's actions*
AC 47, Fortitude 46, Reflex 43, Will 47 Perception +25
Speed 10, fly 10 (hover), teleport 5 Darkvision
Saving Throws +5; Action Points 2

TRAITS

Dragon's Actions

The Dragon does not roll initiative. It has set initiative counts of 20, 30, and 40, and it takes a turn on each count. It cannot delay or ready actions.

STANDARD ACTIONS

⊕ Claw ♦ At-Will

Attack: Melee 4 (one creature); +38 vs. AC
Hit: 6d8 + 14 damage, and the target loses all necrotic and psychic resistance (save ends).

⊕ Crippling Bite ♦ At-Will

Attack: Melee 4 (one creature); +38 vs. AC
Hit: 6d10 + 8 damage, and the target is immobilized (save ends).
Aftersave: The target is slowed (save ends).

⊕ Dragon's Defiling (necrotic) ♦ At-Will

Attack: Close burst 5 (creatures in burst); +36 vs. Fortitude
Hit: 4d10 + 9 necrotic damage.

⊕ Raking Claws ♦ At-Will

Attack: Close blast 4 (enemies in blast); +38 vs. AC
Hit: 4d8 + 13 damage, and the Dragon slides the target 2 squares.

⊕ Defiling Death (necrotic) ♦ Recharge when the Dragon hits with *Dragon's defiling*

Attack: Ranged 10 (one creature); +37 vs. Fortitude
Hit: 6d10 + 10 necrotic damage, and ongoing 20 necrotic damage (save ends).
First Failed Saving Throw: The ongoing necrotic damage is 30 instead of 20.

⊕ Breath of Shredding Sand ♦ Encounter

Requirement: The Dragon must be bloodied.
Attack: Close blast 20 (creatures in blast); +37 vs. Reflex
Hit: 6d10 + 8 damage.
Miss: Half damage.

⊕ Telekinetic Pulse (force) ♦ Encounter

Attack: Close burst 5 (creatures in burst); +37 vs. Fortitude
Hit: 6d10 + 8 force damage, and the Dragon pushes the target 5 squares and knocks it prone.
Miss: Half damage, and the Dragon pushes the target 3 squares.

MOVE ACTIONS

⊕ Psionic Uplift ♦ At-Will

Effect: The Dragon pushes each enemy adjacent to it 2 squares and then the Dragon flies its speed + 2.

TRIGGERED ACTIONS

⊕ Lashing Tail ♦ At-Will

Trigger: An enemy ends its movement within 4 squares of the Dragon.
Attack (Immediate Reaction): Melee 4 (triggering enemy); +37 vs. Reflex
Hit: 6d8 + 14 damage, and the target falls prone.

⊕ Bloodied Pulse ♦ Encounter

Trigger: The Dragon is first bloodied.
Effect (Free Action): Telekinetic pulse recharges, and the Dragon uses it.

Str 29 (+25) Dex 28 (+25) Wis 28 (+25)

Con 32 (+27) Int 23 (+22) Cha 35 (+28)

Alignment chaotic evil Languages Common, Draconic, Supernal

THE DRAGON OF TYR IN COMBAT

Fearless, cruel, and prideful, the Dragon combines predatory hunting instincts with unsurpassed intellect. The thought of the Dragon losing a battle is ridiculous, but the creature considers a fight a good chance to prove its dominance. If it is fighting in a city-state, the Dragon demolishes buildings and slays bystanders wantonly.

THE LORD VIZIER

The slaves and undead that inhabit the dragon's citadel in Ur Draxa bow before the Dead Lords. Their leader is the Lord Vizier, eldest and most dangerous of the liches.

Lord Vizier	Level 26 Elite Artillery (Leader)
Medium natural humanoid (undead)	XP 18,000
HP 370; Bloodied 185	Initiative +15
AC 38, Fortitude 36, Reflex 39, Will 38	Perception +19
Speed 6	Darkvision
Immune disease; Resist 15 necrotic, 10 poison	
Saving Throws +2; Action Points 1	
TRAITS	
☠ Necrotic Aura (necrotic) ◆ Aura 5	
Any living creature that enters the aura or starts its turn there takes 10 necrotic damage.	
Indestructible	
When the Lord Vizier drops to 0 hit points, it and its possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
⚡ Dead Lord's Scepter (lightning, necrotic, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +31 vs. AC	
Hit: 5d8 + 9 lightning and necrotic damage.	
☠ Grasp of the Dead (necrotic) ◆ At-Will	
Attack: Ranged 20 (one creature); +31 vs. Fortitude	
Hit: 5d8 + 9 necrotic damage, and one undead creature adjacent to the target can make a melee basic attack against the target as a free action. If its attack hits, that undead creature marks the target until the end of the target's next turn.	
☠ Plume of Death (acid, necrotic) ◆ Recharge ☹☹	
Attack: Area burst 2 within 10 (creatures in burst); +31 vs. Fortitude	
Hit: 4d10 + 12 acid and necrotic damage.	
Effect: A vizier's skeleton appears in one unoccupied square within the burst. It acts immediately after the Lord Vizier's turn.	
MOVE ACTIONS	
☠ Planar Displacement (teleportation) ◆ Recharge ☹☹☹☹	
Effect: The Lord Vizier teleports 15 squares, and a vizier's skeleton appears in the square from which the Lord Vizier teleported. It acts immediately after the Lord Vizier's turn.	
Skills Arcana +27, History +27, Intimidate +26, Religion +27	
Str 19 (+17)	Dex 15 (+15) Wis 22 (+19)
Con 23 (+19)	Int 29 (+22) Cha 26 (+21)
Alignment evil Languages Common, Primordial	
Equipment Dead Lord's scepter	



Vizier's Skeleton	Level 26 Minion Brute
Medium natural animate (undead)	XP 2,250, or 0 if created by the Lord Vizier
HP 1; a missed attack never damages a minion.	Initiative +21
AC 39, Fortitude 39, Reflex 38, Will 37	Perception +20
Speed 6	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
⚡ Deadflame Sword (fire, necrotic, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +31 vs. AC	
Hit: 21 fire and necrotic damage.	
☠ Chill Shards (cold, necrotic) ◆ At-Will	
Attack: Ranged 10 (one creature); +31 vs. Reflex	
Hit: 17 cold and necrotic damage.	
Str 28 (+22)	Dex 27 (+21) Wis 24 (+20)
Con 29 (+22)	Int 3 (+9) Cha 7 (+11)
Alignment unaligned Languages –	

THE LORD VIZIER IN COMBAT

The Lord Vizier kills whomever the Dragon wants dead. The lich cares nothing for its followers' lives and readily orders them to die in its defense. It creates skeletons with *plume of death* and *planar displacement*, keeping out of harm's way and using *grasp of the dead* to give its followers extra attacks.

DRAGONBORN SCORNED CHAMPIONS IN COMBAT

A scorned champion leads a band of dragonborn raiders, risking itself to benefit its fellows in combat. It slashes away as it moves into the midst of enemies, then keeps them off balance so that its allies can seize the advantage.

DRAGONBORN DEFILER

These dragonborn are notorious sorcerers. They remember their race's ancient glory, when dray could walk the streets displaying arcane power openly and dare anyone to challenge them. Power is what they desire above all, and defiling offers a quicker path to that power.

Dragonborn Defiler		Level 18 Artillery (Leader)	
Medium natural humanoid		XP 2,000	
HP 129; Bloodied 64		Initiative +11	
AC 30, Fortitude 29, Reflex 30, Will 31		Perception +10	
Speed 6			
STANDARD ACTIONS			
⚔ Dagger (cold, weapon) ⚡ At-Will			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 2d4 + 5 damage plus 1d8 + 2 cold damage.			
☾ Dragonfear Ray (fear, psychic) ⚡ At-Will			
Attack: Ranged 10 (one creature); +23 vs. Will			
Hit: 4d6 + 7 psychic damage. Until the end of the defiler's next turn, the target takes 5 psychic damage each time it damages the defiler or any of the defiler's allies.			
↶ Defiling Breath (cold, necrotic) ⚡ Recharge if the power misses every target			
Attack: Close blast 5 (creatures in blast); +22 vs. Fortitude			
Hit: 4d6 + 7 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiler gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.			
MOVE ACTIONS			
✈ Flight of Dragons ⚡ Encounter			
Effect: Each ally within 5 squares of the defiler can fly 5 squares as an immediate reaction. The defiler then flies 10 squares. It does not provoke opportunity attacks for leaving the first square during this movement.			
MINOR ACTIONS			
↶ ⚡ Hurled Dragon Breath (cold) ⚡ Recharge ☼ ☼			
Attack: Close blast 5 or area burst 2 within 10 (creatures in blast or burst); +22 vs. Reflex			
Hit: 4d6 + 7 cold damage.			
Skills Arcana +20, Intimidate +21			
Str 20 (+14)	Dex 15 (+11)	Wis 12 (+10)	
Con 15 (+11)	Int 22 (+15)	Cha 24 (+16)	
Alignment evil		Languages Common, Draconic	
Equipment dagger			

DRAGONBORN DEFILERS IN COMBAT

A dragonborn defiler rules through fear and raw arcane might, expecting lackeys to put themselves between it and its enemies. It readily includes allies within the area of *defiling breath* to extend the duration of its attack and damage bonuses. Although its powers can benefit its followers, the defiler uses them only when it stands to gain.



DRAGONBORN (DRAY)

DRAGONBORN ATAVIST

A dragonborn atavist revels in the bestial nature of its dragon heritage, developing brutal combat power through ritual and devotion to its inner beast.

Dragonborn Atavist		Level 19 Brute	
Medium natural humanoid		XP 2,400	
HP 220; Bloodied 110		Initiative +15	
AC 31, Fortitude 32, Reflex 31, Will 30		Perception +16	
Speed 6		Darkvision	
Resist 10 acid			
STANDARD ACTIONS			
⚔ Bite (acid) ⚡ At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 4d10 + 7 damage, and ongoing 5 acid damage (save ends).			
⚔ Claw ⚡ At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 2d8 + 7 damage, and ongoing 5 damage (save ends).			
⚔ Draconic Fury ⚡ Recharge ☼ ☼			
Effect: The atavist uses <i>claw</i> and <i>bite</i> . While bloodied, it instead uses <i>claw</i> twice and <i>bite</i> once.			
MINOR ACTIONS			
↶ Dragon Breath (acid) ⚡ Recharge when first bloodied			
Attack: Close blast 3 (creatures in blast); +20 vs. Reflex			
Hit: 4d10 + 12 acid damage.			
Skills Athletics +21, Intimidate +21			
Str 24 (+16)	Dex 22 (+15)	Wis 15 (+11)	
Con 20 (+14)	Int 10 (+9)	Cha 20 (+14)	
Alignment unaligned		Languages Common, Draconic	

DRAGONBORN ATAVISTS IN COMBAT

A dragonborn atavist plunges boldly into the midst of its foes. Then it rips into adversaries with tooth and claw, emulating the fury of the dragon it reveres.

DRAKE

DRAKES LOOM LARGE IN THE MYTHS OF ATHAS. Though tales of them might scare children, few people believe these giant monsters exist. Those who find out the truth rarely survive the experience—the soft flesh of humanoids is drakes' favorite food.

LORE

Arcana or Nature DC 29: Athasian drakes are enormous, fearsome predators having only animal intelligence and strong instincts. Each variety of drake is attuned to a specific element and has psionic control over that element, making its home in areas dominated by its associated element.

Athasian drakes collect objects in their lairs or expand their territory, depending on the individual drake's nature. Although some hoards are valuable, drakes also amass trinkets or souvenirs that have no worth to anyone else. Air drakes maintain multiple lairs atop rocky spires or mesas and divide their few precious belongings among these lairs.

ENCOUNTERS

Drakes use terrain to their advantage, and the setting for a battle with a drake can be as important as the monster. Precarious cliffs are a great setup for air drakes, volcanic fissures favor fire drakes, and unstable underground burrows make tricky settings for encounters with earth drakes. Water drakes might appear anywhere precious reserves of water exist. Any location might also have been booby-trapped or fortified before the drake claimed it.



WATER DRAKE

As the guides near the oasis, they listen closely. Though the area looks fertile, they see no signs of animals or other occupants. Perhaps mundane predators living nearby chased them off. But if this oasis is home to a water drake, then nothing still lives—and the explorers are the next meal.

Water Drake	Level 18 Solo Controller
Huge elemental beast (aquatic, reptile, water)	XP 10,000
HP 680; Bloodied 340	Initiative +18
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +18
Speed 8, swim 12	
Resist 10 cold	
Saving Throws +5; Action Points 2	
TRAITS	
Aquatic	
The water drake can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
⊕ Bite ⊕ At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage.	
⊕ Claw ⊕ At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d8 + 7 damage.	
⊖ Drake's Fury ⊕ At-Will	
Effect: The drake uses <i>claw</i> twice against one target and <i>bite</i> once against a different target.	
✦ Orb of Elemental Water (zone; see text) ⊕ Recharge ☼ ☼ ☼	
Effect: The drake makes one of the following attacks.	
1. Orb of Boiling Water (fire)	
Attack: Area burst 2 within 10 (creatures in burst); +21 vs. Fortitude	
Hit: 4d10 + 4 fire damage.	
Effect: The burst creates a zone that lasts until the end of the encounter or until the drake uses <i>orb of boiling water</i> again.	
Any creature that enters the zone or starts its turn there takes 10 fire damage.	
2. Orb of Ice (cold)	
Attack: Area burst 2 within 10 (creatures in burst); +21 vs. Fortitude	
Hit: The target takes ongoing 20 cold damage and is restrained (save ends both).	
Effect: The burst creates a zone that lasts until the end of the encounter or until the drake uses <i>orb of ice</i> again. Until the zone ends, the drake can make the following attack.	
Trigger: A creature that is not restrained by this power starts its turn within the zone.	
Attack (No Action): Close burst 2 centered on the burst's origin square (triggering creature); +21 vs. Fortitude	
Hit: The target takes ongoing 20 cold damage and is restrained (save ends both).	
MINOR ACTIONS	
⊕ Psionic Clone ⊕ Recharge ☼ ☼ ☼ ☼ ☼	
Effect: The drake creates a duplicate of itself on a solid or liquid surface in an unoccupied square adjacent to it. The duplicate lasts until the end of the encounter. It can be targeted by attacks and has 1 hit point; a missed attack never damages it. The duplicate uses the same statistics as the drake and is considered to have expended the same powers as the drake; those powers share one recharge roll, which is still made at the start of the drake's turn. The duplicate cannot use this power. The drake senses anything the duplicate senses. The duplicate acts on an initiative count 10 lower than the drake's.	

TRIGGERED ACTIONS

Bloodied Response ◆ Encounter

Trigger: The drake is first bloodied.

Effect (Free Action): Orb of elemental water and psionic clone recharge, and the drake uses one of those powers.

↓ **Sweeping Tail** ◆ At-Will

Trigger: An enemy enters a square where it flanks the drake.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +23 vs. AC

Hit: 4d10 + 4 damage, and the target falls prone.

Str 22 (+15) Dex 25 (+16) Wis 19 (+13)

Con 18 (+13) Int 2 (+5) Cha 12 (+10)

Alignment unaligned Languages –

WATER DRAKES IN COMBAT

A water drake prefers to remain in or close to a body of water, using *psionic clone* to send out duplicates that scout for food or investigate nearby disturbances. In combat, it uses these duplicates to help overcome powerful opponents. It can transport a small amount of water from the Elemental Chaos to the world as either boiling water or elemental ice.



FIRE DRAKE

The prisoner pleads for the halfling shamans to release him, yet they insist he is a sacrifice to the god of fire. As if answering their call, a creature arises from the crater, magma dripping from its thick, rocky scales. With a bestial rumble like a laugh, it suddenly slashes, felling and devouring the halflings. Before the victim can give thanks, the beast turns its scorching breath and razor-sharp claws on him.

Fire Drake

Level 20 Elite Lurker

Huge elemental beast (fire, reptile)

XP 5,600

HP 298; Bloodied 149

Initiative +22

AC 32, Fortitude 30, Reflex 33, Will 28

Perception +19

Speed 9

Resist 15 fire

Saving Throws +2; Action Points 1

STANDARD ACTIONS

⊕ **Bite** ◆ At-Will

Attack: Melee 3 (one creature); +25 vs. AC

Hit: 6d6 + 7 damage.

⊕ **Claw** ◆ At-Will

Attack: Melee 3 (one creature); +25 vs. AC

Hit: 3d8 + 10 damage, and the drake grabs the target.

↓ **Drake's Fury** ◆ At-Will

Effect: The drake uses *claw* twice against one target and *bite* once against a different target.

✦ **Orb of Elemental Fire** (fire, zone) ◆ Recharge ☼ ☼ ☼

Attack: Area burst 1 within 10 (creatures in burst); +23 vs. Reflex

Hit: 2d10 + 7 fire damage, and ongoing 10 fire damage (save ends).

Effect: The burst creates a zone that lasts until the end of the encounter or until the drake uses *orb of elemental fire* again. Any creature that enters the zone or starts its turn there takes 10 fire damage. Once per round as a minor action, the drake can move the zone up to 4 squares.

MINOR ACTIONS

Blazing Pain (fire, psychic) ◆ Recharge when first bloodied

Effect: Until the end of the drake's next turn, its melee attacks deal 10 extra fire and psychic damage, and the drake gains vulnerable 5 to all damage.

TRIGGERED ACTIONS

Bloodied Response ◆ Encounter

Trigger: The drake is first bloodied.

Effect (Free Action): Orb of elemental fire recharges, and the drake uses it.

↓ **Living Shield** ◆ At-Will

Requirement: The drake must have a creature grabbed.

Trigger: The drake is damaged by an attack from a creature other than the grabbed creature.

Effect (Opportunity Action): The attack deals half damage to the drake and half damage to the grabbed creature.

Str 22 (+16) Dex 26 (+18) Wis 19 (+14)

Con 23 (+16) Int 3 (+6) Cha 14 (+12)

Alignment evil Languages –

FIRE DRAKES IN COMBAT

A fire drake opens with *orb of elemental fire* to scorch as many enemies as possible, moving the fiery zone about the battlefield to herd them. It grabs an enemy and uses it to deflect blows, for fun as well as defense. Fire drakes thrive on tormenting their victims, using *blazing pain* to amplify suffering.



AIR DRAKE

The caravan drivers look warily down at the deep canyons on each side of the narrow path they traverse. A sudden wind whips up, and they struggle to keep the inixes on course. Looking back to the other wagons, they watch in awe as people and kanks rise into the air, suspended by an unseen force, then plummet into the rocky depths. From midair bursts a monster amid a flurry of raking claws and buffeting winds.

AIR DRAKES IN COMBAT

Air drakes are ambush predators that prefer to tenderize their food by dropping it from a great height. They commonly attack creatures traveling along dangerous precipices. A drake sails in surrounded by its *wind veil* and rips at its target, then buffets the victim with a blast of wind to force it over the edge. It does not risk counterattacks by focusing too long on any one target.

Air Drake Level 22 Elite Skirmisher

Huge elemental beast (air, reptile) XP 8,300

HP 404; Bloodied 202 Initiative +21
 AC 36, Fortitude 32, Reflex 35, Will 34 Perception +23
 Speed 8, fly 10 (hover)
 Saving Throws +2; Action Points 1

TRAITS

Combat Advantage
 The drake deals 2d6 extra damage, or 2d10 while it is bloodied, to any creature granting combat advantage to it.

STANDARD ACTIONS

⊕ **Bite** ⊕ At-Will
 Attack: Melee 3 (one creature); +27 vs. AC
 Hit: 6d6 + 9 damage.

⊕ **Claw** ⊕ At-Will
 Attack: Melee 3 (one creature); +27 vs. AC
 Hit: 4d6 + 5 damage.

⊕ **Drake's Fury** ⊕ At-Will
 Effect: The drake uses *claw* twice against one target and *bite* once against a different target.

✱ **Orb of Elemental Air (zone)** ⊕ **Recharge** when first bloodied
 Attack: Area burst 3 within 20 (creatures in burst); +25 vs. Fortitude
 Hit: 6d6 + 9 damage, and the drake slides the target 5 squares.
 Effect: The burst creates a zone that lasts until the end of the encounter or until the drake uses *orb of elemental air* again. Any creature that enters the zone or starts its turn there takes 10 damage, and the drake slides it 3 squares.

MINOR ACTIONS

⊕ **Wind Veil** ⊕ **Recharge** ☼ ☼ ☼ ☼ ☼
 Effect: The drake shifts its speed. Until the end of the drake's next turn, it gains concealment against enemies not adjacent to it.

TRIGGERED ACTIONS

Bloodied Response ⊕ **Encounter**
 Trigger: The drake is first bloodied.
 Effect (Free Action): *Wind veil* recharges, and the drake uses it.

⊕ **Control the Wind** ⊕ At-Will
 Trigger: An enemy hits the drake.
 Attack (Immediate Reaction): Close burst 5 (triggering enemy in burst); +27 vs. AC
 Hit: 6d6 + 9 damage, and the drake slides the target 3 squares. It can slide the target vertically. If it does so, the target falls at the end of the slide.

Str 21 (+16)	Dex 27 (+19)	Wis 24 (+18)
Con 18 (+15)	Int 4 (+8)	Cha 22 (+17)
Alignment unaligned	Languages –	

EARTH DRAKE

The explorer sifts through a pile of loose dirt in search of precious water. In the blink of an eye, she falls to the ground, bowled over by a leaping horror covered in rocky plates. Her companions turn to run but, with a resounding boom, a mass of soil and stone coalesces around them and engulfs them.

Earth Drake		Level 24 Elite Controller	
Huge elemental beast (earth, reptile)		XP 12,100	
HP 456; Bloodied 228		Initiative +17	
AC 38, Fortitude 38, Reflex 34, Will 36		Perception +19	
Speed 8, burrow 6			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
⊕ Bite ♦ At-Will			
Attack: Melee 3 (one creature); +29 vs. AC			
Hit: 6d6 + 11 damage.			
⊕ Claw ♦ At-Will			
Attack: Melee 3 (one creature); +29 vs. AC			
Hit: 4d6 + 6 damage.			
† Drake's Fury ♦ At-Will			
Effect: The drake uses <i>claw</i> twice against one target and <i>bite</i> once against a different target.			
✳ Orb of Elemental Earth (zone) ♦ Recharge ☼ ☼ ☼			
Attack: Area burst 1 within 20 (creatures in burst); +28 vs. Fortitude			
Hit: 4d10 + 8 damage, and the target is restrained (save ends).			
Miss: Half damage.			
Effect: The burst creates a zone that lasts until the end of the encounter or until the drake uses <i>orb of elemental earth</i> again. The zone is difficult terrain. Once per round as a minor action, the drake can make the following secondary attack.			
Secondary Attack: Area burst 1 centered on the primary attack's origin square (creatures in burst); +28 vs. Fortitude			
Hit: 1d8 + 6 damage, and the secondary target falls prone.			
MINOR ACTIONS			
Expand (polymorph) ♦ Recharge when first bloodied			
Effect: The drake becomes Gargantuan, occupying 16 squares instead of 9 until the end of its next turn. It pushes each creature within its new space to the nearest unoccupied square adjacent to the drake's new space. Until this effect ends, the drake's reach becomes 4 and it gains a +2 bonus to AC, and any target hit by its melee attacks is also immobilized (save ends).			
TRIGGERED ACTIONS			
Bloodied Response ♦ Encounter			
Trigger: The drake is first bloodied.			
Effect (Free Action): <i>Orb of elemental earth</i> recharges, and the drake uses it.			
† Immovable Stone ♦ At-Will			
Trigger: An enemy hits the drake.			
Attack (Immediate Interrupt): The drake ignores up to 4 squares of forced movement from the triggering attack and uses <i>bite</i> against the triggering enemy.			
Str 26 (+20)	Dex 20 (+17)	Wis 25 (+19)	
Con 28 (+21)	Int 3 (+8)	Cha 16 (+15)	
Alignment unaligned		Languages –	

EARTH DRAKES IN COMBAT

These beasts like to play with their food and prefer a meal that puts up a fight before the kill—they might provoke attacks just for the chance to lash out against the attacker. A drake bowls over as many targets as possible with its *orb of elemental earth*, growing to immense size to intimidate and torment immobilized prey.

DRAGONS AS DRAKES

DRAKE

In the world of Athas, only one dragon exists: the immensely strong, superbly intelligent, and utterly cruel Dragon of Tyr. Athas is a small world with only a few powerful individuals, and introducing classic dragons can damage that delicate power structure.

The drakes described here provide the same combat challenge as dragons but lack their intelligence, planning, and magnificent hoards. If you want to bring the classic DUNGEONS & DRAGONS dragons into your game and give them an Athasian twist, you can make them a bit more like drakes. A dragon that behaves like a feral, degenerate beast fits better into Athas.

The easiest dragons to use are the bestial chromatic varieties that live in dry, hot environments typical of Athas: brown, gray, and red dragons. Variants such as elemental dragons, blight dragons, and soulgrinder dragons from *Draconomicon: Chromatic Dragons* demonstrate the elemental influence and arcane blight that plague Athas. Metallic dragons are trickier—even the metal of their scales stands out, so you might want to alter their appearance. Good candidates include adamantite, iron, and orium dragons. The catastrophic dragons from *Monster Manual 3* work well in the DARK SUN setting without much alteration.



DUNE REAPER

A CHORUS OF WAILING HOWLS and shrieks and a sickly sweet odor on the night breeze warn a traveler that a dune reaper pack is on the hunt nearby. By the time luminescent eyes gleam like floating lanterns against the darkened dunes, escape is no longer possible.

LORE

Arcana or Nature DC 23: These territorial predators came into existence through defiling magic. Dune reapers consume everything they find: They devour humanoids and beasts, graze on plants, and even chew through wagons and buildings. They sometimes eat stones to aid digestion of tougher materials. Reapers that go too long without food resort to cannibalism.

Familial groups called prides break into packs to hunt the wastes. A pride makes its home near a water source, forming a hive that becomes the center of the pride's territory. Hives are mounds of sand, earth, and rock sealed together with secretions from the drones. Within the mounds are tunnels and chambers, which might be connected to existing underground spaces or structures, especially those containing sources of water. Humanoids can exist close to a hive only if the reapers have another plentiful source of food.

Dune reaper warriors are always female and rule over the smaller drones and shrieks, all of which are male. Each warrior forms a hunting pack with multiple drones and shrieks as mates; the other reapers can become erratic if she is slain. A warrior's mates closely match her in power, ensuring that only the strongest reapers reproduce. The dominant female in the pride, known as the matron, makes all decisions, guides the pride to new territory, and directs followers in creating the hive. A matron can be unseated only by another female that defeats her in a duel to the death.

Dune reapers are extremely dangerous during their annual mating season, when they hunt for prey to feed growing young. The pack's matron lays eggs in the bodies of living creatures. When the eggs hatch, the young reapers devour the helpless captives. The stronger hatchlings then set upon their broodmates, killing and eating the weak ones. Young reapers that survive are driven from the hive after about two months and must either join another pride or form a new one. These juveniles are as deadly as adults.

ENCOUNTERS

Dune reapers hunt in packs, which can number from five to more than a dozen. A patient and calculating hunter, a dune reaper warrior learns the travel patterns of prey and can hold its pack for days in a hidden position.

A dune reaper is extremely aggressive in isolation from its pride or pack, making it hard to tame. Nevertheless, Athasians value the beasts as arena combatants and as sources of leather, armor plates, and bone blades. Rarely, a clutch of reaper young imprints on humanoids present at the hatching.

DUNE REAPER DRONE

Drones make up the worker caste among dune reapers. Their lives are endless toil.

Dune Reaper Drone		Level 12 Skirmisher
Medium aberrant beast		XP 700
HP 120; Bloodied 60	Initiative +13	
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +9	
Speed 8	Darkvision	
STANDARD ACTIONS		
⊕ Arm Blade ⊕ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 6 damage, and the drone shifts 1 square.		
⊕ Leaping Slash ⊕ Recharge when first bloodied		
Effect: The drone jumps 4 squares and then uses <i>arm blade</i> twice. This movement does not provoke opportunity attacks.		
MINOR ACTIONS		
⊕ Bite ⊕ At-Will (1/round)		
Attack: Melee 1 (one creature granting combat advantage to the drone); +17 vs. AC		
Hit: 1d10 + 5 damage.		
TRIGGERED ACTIONS		
⊕ Spring Away ⊕ At-Will		
Trigger: An enemy makes a melee attack against the drone.		
Effect (Immediate Reaction): The drone jumps 4 squares to an unoccupied square that is not adjacent to the triggering enemy. This movement does not provoke opportunity attacks.		
Skills Stealth +16		
Str 19 (+10)	Dex 21 (+11)	Wis 17 (+9)
Con 16 (+9)	Int 2 (+2)	Cha 6 (+4)
Alignment unaligned		Languages –



DUNE REAPER DRONES IN COMBAT

A drone is most dangerous at the outset of a battle. It leaps into melee, trying for an advantageous position to deal as much damage as possible. Then it jumps in and out of combat, approaching from unexpected directions and slashing with its arm blades.

DUNE REAPER SHRIEK

A dune reaper pride includes specialized drones with the ability to leap not only over the dunes, but also through time and space. Each time such a reaper does so, it utters a terrifying cry—hence its name.

Dune Reaper Shriek		Level 14 Lurker	
Medium aberrant beast		XP 1,000	
HP 106; Bloodied 53		Initiative +17	
AC 28, Fortitude 26, Reflex 27, Will 25		Perception +11	
Speed 7		Darkvision	
TRAITS			
Forceful Silence			
When the shriek takes force damage, it cannot use <i>shrieking warp</i> until the end of its next turn.			
STANDARD ACTIONS			
⊕ Arm Blade ♦ At-Will			
Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 6 damage.			
⊕ Shrieking Reap (teleportation) ♦ Recharge when the shriek uses <i>shrieking warp</i>			
Effect: The shriek uses <i>arm blade</i> twice against the same target. If one attack hits, the shriek teleports the target 2 squares, and the target takes ongoing 10 damage (save ends). If both attacks hit, the shriek teleports the target 5 squares and knocks it prone, and the target takes ongoing 15 damage (save ends).			
⊕ Shrieking Warp (teleportation, thunder) ♦ At-Will			
Effect: The shriek is removed from play. At the start of its next turn, it appears in an unoccupied square within 10 squares of its last location and makes the following attack. Attack: Close burst 2 (enemies in burst); +16 vs. Fortitude Hit: 2d8 + 7 thunder damage, and the shriek pushes the target 2 squares.			
Skills Stealth +18			
Str 20 (+12)	Dex 22 (+13)	Wis 18 (+11)	
Con 16 (+10)	Int 3 (+3)	Cha 8 (+6)	
Alignment unaligned		Languages —	

DUNE REAPER SHRIEKS IN COMBAT

Shrieks follow the same basic attack pattern as drones, with the added advantage of being able to teleport into and out of melee. When a shriek arrives after a *shrieking warp*, it often chooses to push away all but one enemy that it hits, focusing subsequent attacks on the creature it did not push.

DUNE REAPER WARRIOR

Dune reaper warriors lead the hunting packs. These hulking terrors brandish huge arm blades and snap at prey with powerful mandibles.

Dune Reaper Warrior		Level 15 Brute (Leader)	
Large aberrant beast		XP 1,200	
HP 180; Bloodied 90		Initiative +11	
AC 26, Fortitude 24, Reflex 25, Will 23		Perception +12	
Speed 7		Darkvision	
TRAITS			
⊕ Inciting Pheromones ♦ Aura 3			
Dune reapers within the aura gain a +2 power bonus to Will and cannot become dazed.			
Unhindered			
When the warrior moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the warrior does not provoke an opportunity attack from the grabbed creature.			
STANDARD ACTIONS			
⊕ Arm Blade ♦ At-Will			
Attack: Melee 2 (one creature); +20 vs. AC Hit: 4d6 + 8 damage.			
⊕ Leaping Slash ♦ Recharge when first bloodied			
Effect: The warrior jumps 4 squares and then uses <i>arm blade</i> twice. Any creature hit by one of these attacks takes ongoing 10 damage (save ends). This movement does not provoke opportunity attacks.			
TRIGGERED ACTIONS			
⊕ Snapping Mandibles ♦ At-Will			
Requirement: The warrior must not have a creature grabbed. Trigger: An enemy adjacent to the warrior hits it with a melee attack. Attack (Immediate Reaction): Melee 1 (triggering enemy); +18 vs. Fortitude Hit: The warrior grabs the target. Whenever the target attempts to escape the grab and fails, it takes 10 damage.			
⊕ Compelling Musk ♦ Recharge ☼ [i]			
Trigger: The warrior misses with <i>arm blade</i> . Effect (Free Action): One dune reaper within 3 squares of the warrior can make a melee basic attack as an opportunity action.			
Skills Stealth +16			
Str 23 (+13)	Dex 18 (+11)	Wis 20 (+12)	
Con 20 (+12)	Int 4 (+4)	Cha 6 (+5)	
Alignment unaligned		Languages —	

DUNE REAPER WARRIORS IN COMBAT

When a warrior detects prey, it springs forward with its allies to make a quick kill. Its pheromones and tactical leadership make other pack members more dangerous in battle. When a battle goes badly, the warrior retreats for reinforcements and leaves the drones to sacrifice themselves to hinder pursuit.

DWARF

STURDY MINERS, STONECUTTERS, AND BUILDERS inured to long hours of toil under the crimson sun, dwarves are common on Athas. A dwarf would rather die than admit defeat.

LORE

History DC 17: Every city-state's population includes hundreds or thousands of dwarf artisans and slaves. As well, dwarves can be found in great numbers in wilderness villages and mining camps.

Dwarves once ruled great mountain kingdoms, until the wars of the Red Age destroyed their holdings. They have fallen far from that ancient glory. Although they still speak Dwarven, the secret of reading and writing it is long lost; none can decipher the ancient Davek script today. Thus, even dwarves who wield magic have only a rudimentary knowledge of rituals. Some view their race's illiteracy as a badge of honor, claiming that dwarves need no magic to survive the brutal world of Athas.

ENCOUNTERS

Dwarves are found in the company of humans, muls, elves, and other city-dwellers. They are skilled beast-handlers and train war beasts such as jhakars, drakes, cilopses, and giant beetles.

Those who dwell with or near dwarves respect the prowess of the war chiefs. These ferocious warriors find work as guards, mercenaries, slave-soldiers, or gladiators. In these circumstances they fight alongside, or against, anyone.

DWARF CONSCRIPT

From within the mines they come at the sound of battle, clutching gouges, picks, hammers—any tool to break bone as easily as stone. Though not warriors, these work-hardened laborers are ready to fight, kill, and die to drive intruders from their homes.

Dwarf Conscript Medium natural humanoid	Level 2 Brute XP 125
HP 47; Bloodied 23	Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +3
Speed 5	Low-light vision
Saving Throws +5 against poison effects	
TRAITS	
Stand the Ground Whenever the conscript is pulled, pushed, or slid, it can move 1 square less than the effect specifies.	
Steady-Footed The conscript can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
⊕ Gouge (weapon) ◆ At-Will Attack: Melee 1 (one creature); +7 vs. AC Hit: 2d6 + 6 damage. If the conscript scores a critical hit, the conscript pushes the target 1 square and knocks it prone.	
MINOR ACTIONS	
Singular Focus ◆ Recharge when the chosen enemy drops to 0 hit points or fewer Effect: The conscript chooses one enemy it can see. Until the end of the encounter or until the conscript uses this power again, the conscript gains a +5 bonus to melee damage rolls against that enemy.	
Skills Dungeoneering +8, Endurance +9	
Str 16 (+4)	Dex 12 (+2) Wis 14 (+3)
Con 17 (+4)	Int 11 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Dwarven	
Equipment hide armor, gouge	

DWARF CONSCRIPTS IN COMBAT

Dwarf conscripts aren't skilled in battle, but they are tough and stubborn—and they hit hard. They wield big two-handed weapons and attempt to beat foes down through strength and numbers. Once a conscript has chosen a target, it continues to hammer at that foe until it or the enemy is slain.



DWARF SUNPRIEST

These stoic-faced individuals brandish tribal symbols representing the world's elemental spirits. Other dwarves revere the wisdom of their holy ones, both in peace and in war, and readily follow sunpriests into battle.

Dwarf Sunpriest	Level 5 Artillery (Leader)
Medium natural humanoid	XP 200
HP 52; Bloodied 26	Initiative +3
AC 18, Fortitude 17, Reflex 16, Will 18	Perception +11
Speed 5	Low-light vision
Saving Throws +5 against poison effects	
TRAITS	
Stand the Ground	
Whenever the sunpriest is pulled, pushed, or slid, it can move 1 square less than the effect specifies.	
Steady-Footed	
The sunpriest can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
⊕ Burning Mace (fire, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 5 fire damage.	
↗ Bright Ray (implement, radiant) ◆ At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 1d10 + 8 radiant damage, and the target takes a -2 penalty to attack rolls until the start of the sunpriest's next turn.	
↖ Sun Blessing (fire, healing) ◆ Encounter	
Effect: One ally within 5 squares of the sunpriest regains 10 hit points. Until the end of the sunpriest's next turn, that ally deals 5 extra fire damage with its melee attacks, and any enemy that hits that ally with a melee attack takes 5 fire damage.	
Skills Dungeoneering +11, Endurance +11, Religion +9	
Str 13 (+3)	Dex 12 (+3) Wis 18 (+6)
Con 16 (+5)	Int 15 (+4) Cha 15 (+4)
Alignment unaligned Languages Common, Dwarven	
Equipment hide armor, mace, totem	

DWARF SUNPRIESTS IN COMBAT

Sunpriests rely primarily on *bright ray* to scorch their foes with the brilliance of the sun. A sunpriest saves *sun blessing* for a severely wounded ally, preferably a defender facing several foes.

DWARF WAR CHIEF

Sporting armor crafted from the hide and chitin of the desert's monsters, and wielding a club of giant's bone, a war chief is an imposing figure. Despite the title, war chiefs are not necessarily commanders—but all are masters of the art of war.

Dwarf War Chief	Level 6 Elite Soldier
Medium natural humanoid	XP 500
HP 144; Bloodied 72	Initiative +7
AC 22, Fortitude 19, Reflex 17, Will 18	Perception +6
Speed 5	Low-light vision
Saving Throws +2 (+7 against poison effects); Action Points 1	
TRAITS	
Stand the Ground	
Whenever the war chief is pulled, pushed, or slid, it can move 1 square less than the effect specifies.	
Steady-Footed	
The war chief can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
⊕ Greatclub (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 5 damage, and the war chief gains 5 temporary hit points.	
↖ Spinning Club (weapon) ◆ Recharge ☼ ☼	
Attack: Close burst 1 (enemies in burst); +8 vs. Reflex	
Hit: 3d8 + 5 damage. If the war chief hits a target marked by it, each enemy in the burst is immobilized until the start of the war chief's next turn.	
MINOR ACTIONS	
↖ Battlefield Focus ◆ Recharge when the marked enemy or enemies drop to 0 hit points or fewer	
Effect: The war chief marks one or two enemies it can see within 10 squares of it until the end of the encounter.	
TRIGGERED ACTIONS	
↓ Brutal Club (weapon) ◆ At-Will	
Trigger: An enemy adjacent to the war chief and marked by it moves, shifts, or makes an attack.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy); 2d8 + 5 damage, the target is immobilized until the start of the war chief's next turn, and the war chief gains 5 temporary hit points.	
Skills Dungeoneering +11, Endurance +11, Intimidate +10	
Str 19 (+7)	Dex 14 (+5) Wis 16 (+6)
Con 16 (+6)	Int 12 (+4) Cha 14 (+5)
Alignment unaligned Languages Common, Dwarven	
Equipment hide armor, greatclub	

DWARF WAR CHIEFS IN COMBAT

War chiefs rush headlong into combat yet retain enough tactical acumen to defend their more vulnerable compatriots. A war chief marks the most dangerous-looking foe early in combat and stays with it, using *brutal club* to keep it from getting away. If an enemy slays one of its allies, the war chief marks that foe to exact vengeance against it—ignoring better targets in its wrath.

ELADRIN

A MYSTERIOUS, VANISHING PEOPLE who now cling to a handful of crumbling palaces in the Lands Within the Wind, eladrin are rare in the cities and villages of Athas. They guard the few remaining passages between the world and their realm, bewitching or slaying travelers who wander too close to their ancient places.

LORE

Arcana DC 19: Great eladrin realms once spanned the Lands Within the Wind, but over the centuries the fey otherworld has slowly receded, consumed by the defiling magic that ravaged Athas. As their world died, the fey kingdoms fell into ruin. The eladrin now inhabit a handful of palaces and castles, a small remnant of their former numbers. They guard the hidden doors to their diminished realm with illusion and mazes of psionic enchantment.

A rare few eladrin, twisted by the slow death of their realm, have become so hate-filled that they sacrifice themselves for the opportunity to hunt those they blame for their home's destruction. These windwalkers allow their essence to slowly bleed into the Lands Within the Wind in exchange for infusion with the energy of that plane. They haunt the trade ways near eladrin lands, slaying every humanoid they can catch unprotected. During their final years of existence, windwalkers fade to ghostlike, semisolid embodiments of murderous hatred.



ENCOUNTERS

Eladrin have little in common with their elf cousins, but both races recognize their old kinship and honor it. Eladrin emissaries might travel with elf tribes for a time to spy on the deserts and cities of Athas. More vicious eladrin, especially windwalkers, occasionally throw in with bandits or other violent humanoids dwelling at the edges of their territory.

ELADRIN VEILED WARRIOR

They appear from nowhere, stepping from the wavering heat and mirages of the desert. Scouts and hunters, veiled warriors haunt the far reaches of Athas, spying out and defending their lands.

Eladrin Veiled Warrior	Level 5 Soldier	
Medium fey humanoid	XP 200	
HP 60; Bloodied 30	Initiative +8	
AC 21, Fortitude 17, Reflex 18, Will 17	Perception +8	
Speed 6	Low-light vision	
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
⊕ Longspear (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 2d10 + 2 damage, and the target is marked until the end of the warrior's next turn.		
MOVE ACTIONS		
♦ Fey Step (teleportation) ♦ Encounter		
Effect: The warrior teleports 5 squares.		
MINOR ACTIONS		
✂ Veiling Dart (illusion, psychic, weapon) ♦ Encounter		
Attack: Ranged 5 (one creature); +8 vs. Will		
Hit: 2d6 + 4 psychic damage, and the target is blinded until the end of the warrior's next turn. In addition, the target is slowed (save ends).		
Skills Arcana +9, Athletics +9, History +9, Stealth +11		
Str 15 (+4)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 15 (+4)	Cha 15 (+4)
Alignment unaligned		Languages Common, Elven
Equipment leather armor, longspear		

ELADRIN VEILED WARRIORS IN COMBAT

A veiled warrior is elusive in combat. It uses *veiling dart* as it moves in to attack, incapacitating a chosen enemy. It exploits its longspear's reach, moving about quickly while staying with its target.

ELADRIN MIRAGE ADEPT

The wavering mirages and blowing winds open like a curtain, and the mirage adepts step through behind the veiled warriors. Around them, reality ripples and shifts.

Eladrin Mirage Adept **Level 7 Controller**

Medium fey humanoid

XP 300

HP 80; Bloodied 40

Initiative +6

AC 21, Fortitude 19, Reflex 20, Will 19

Perception +9

Speed 6

Low-light vision

Saving Throws +5 against charm effects

STANDARD ACTIONS⊕ **Dagger** (psychic, weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 4d4 + 4 psychic damage, and the target is slowed until the end of its next turn.

⌘ **Deluding Whispers** (charm, psychic) ◆ **At-Will**

Attack: Ranged 10 (one creature); +11 vs. Will

Hit: 2d8 + 6 psychic damage, and the adept slides the target 3 squares. Until the end of the target's next turn, the target cannot see creatures that are not adjacent to it.

✱ **Phantom Foes** (illusion, psychic) ◆ **Recharge [1]**Attack: Area burst 2 within 20 (enemies in burst); +9 vs. Will
Hit: 3d8 + 5 psychic damage, and the target is confused (save ends). While confused, whenever it targets an enemy with a melee or a ranged attack and one of its allies is also within range of that attack, roll a d20; on a result of 10 or higher, the target instead makes the attack against its nearest ally in range.**MOVE ACTIONS**Fey Step (teleportation) ◆ **Encounter**

Effect: The adept teleports 5 squares.

Skills Arcana +12, History +12, Nature +12

Str 13 (+4)

Dex 16 (+6)

Wis 13 (+4)

Con 16 (+6)

Int 19 (+7)

Cha 16 (+6)

Alignment unaligned Languages Common, Elven

Equipment leather armor, dagger

**ELADRIN MIRAGE ADEPTS
IN COMBAT**

Mirage adepts are powerful psions who use illusion to hide eladrin ruins and outposts from the sorcerer-kings' spies. They prefer to fight at a distance, retreating to defensible positions behind allies.

ELADRIN WINDWALKER

A blur of movement brings flashing sabers, searing pain, and flowing blood. Like ghosts, the windwalkers flicker and vanish into the blinding sun.

Eladrin Windwalker **Level 8 Lurker**

Medium fey humanoid

XP 350

HP 69; Bloodied 34

Initiative +13

AC 22, Fortitude 19, Reflex 21, Will 20

Perception +8

Speed 6

Low-light vision

Saving Throws +5 against charm effects

TRAITS**Between the Winds** (illusion)

Whenever the windwalker uses *fey step* or ends its turn without attacking, it becomes invisible and is phasing until it attacks or until the end of its next turn.

Unseen Advantage

Whenever the windwalker hits a target that can't see it, the windwalker deals 2d6 extra damage, and the target is slowed until the end of the windwalker's next turn.

STANDARD ACTIONS⊕ **Saber** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. Reflex

Hit: 1d8 + 8 damage.

⌘ **Blowgun** (weapon) ◆ **At-Will**

Attack: Ranged 10 (one creature); +11 vs. Reflex

Hit: 1d6 + 8 damage.

MOVE ACTIONSFey Step (teleportation) ◆ **Encounter**

Effect: The windwalker teleports 5 squares.

Skills Arcana +10, Acrobatics +14, Stealth +14

Str 14 (+6)

Dex 20 (+9)

Wis 18 (+8)

Con 15 (+6)

Int 12 (+5)

Cha 14 (+6)

Alignment evil

Languages Common, Elven

Equipment leather armor, blowgun, saber

ELADRIN WINDWALKERS IN COMBAT

Windwalkers always fight the same way, regardless of allies' actions. Through stealth, invisibility, and constant movement, a windwalker focuses on a single foe—the tougher the better.

**ELADRIN WINDWALKER
MIRAGE**

Scarcely eladrin any longer, these creatures appear suddenly from the desert air, slicing with gusts of wind sharp enough to cut.

Eladrin Windwalker Mirage **Level 8 Minion Lurker**

Medium fey humanoid

XP 88

HP 1; a missed attack never damages a minion.

Initiative +13

AC 22, Fortitude 19, Reflex 21, Will 20

Perception +8

Speed 0, fly 6 (hover; altitude limit 2); phasing

Low-light vision

Resist 10 all

Saving Throws +5 against charm effects

TRAITS**Wisp of the Wind**

The mirage has concealment against enemies that are 2 or 3 squares away from it and has total concealment against enemies 4 squares or more away from it.

STANDARD ACTIONS⊕ **Razor Wind** ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. Reflex

Hit: 8 damage.

TRIGGERED ACTIONS⬅ **Dispersing Essence**

Trigger: The mirage drops to 0 hit points.

Attack (No Action): Close burst 3 (enemies in burst); +11 vs. Reflex

Hit: 8 damage.

Skills Stealth +14

Str 14 (+6)

Dex 20 (+9)

Wis 18 (+8)

Con 15 (+6)

Int 12 (+5)

Cha 14 (+6)

Alignment evil

Languages Common, Elven

**ELADRIN WINDWALKER MIRAGES
IN COMBAT**

Although they are barely substantial, windwalker mirages are deadly when they have combat advantage. They hide until an opportunity arises for a surprise attack or to flank with their allies.

ELF

TRIBES OF ELVES ROAM THE DESERTS OF ATHAS and bring their wares to the scattered settlements. Though they are considered shifty and untrustworthy, the elves bring unique items to their traveling markets that ensure plenty of business.

LORE

History DC 17: Stories of elves describe swindlers in elven bazaars and wandering bands of raiders that strip caravans of goods. Entire elf tribes have disappeared from city-states after a single member ran afoul of the templars.

Though considered dangerous by most other races, the elven markets of the various city-states are an important source of contraband, particularly that of the magical variety. However, most people know to be cautious when dealing with elves, since being cheated in a deal is the least of what they have been known to do. Most elves simply seek to get the most out of any bargain, and the more cutthroat members of a tribe might use that motivation as an excuse to murder and steal.

ENCOUNTERS

Outcast elves join members of other races, frequently in raiding bands. Elves might travel with beasts of burden, which are unassuming in appearance but trained for battle. Unless it is badly injured, however, no elf ever rides. Beasts are for transporting goods or making war—elves define themselves by their ability to run.

ELF PEDDLER

The elven markets bring goods both legitimate and illegal to the city-states. Any deal made with an elf merchant can go bad, though, and the cheater might disappear without a trace. An unlucky customer might be the target of a swift, deadly attack to steal his or her remaining possessions.

ELF PEDDLERS IN COMBAT

Elf peddlers prefer escape to battle. When in a city, a peddler sticks to areas where it can lose a pursuer, such as twisting alleyways or the stalls of the elven market.

Elf Peddler	Level 2 Skirmisher (Leader)
Medium fey humanoid	XP 125
HP 34; Bloodied 17	Initiative +6
AC 16, Fortitude 12, Reflex 15, Will 15	Perception +8
Speed 7	
TRAITS	
Wild Step	
The peddler ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⊕ Bone Longsword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage.	
⊕ Double Dealing ◆ At-Will	
Effect: The peddler uses <i>bone longsword</i> and then shifts half its speed. If it ends the shift in a square where it flanks an enemy other than the creature it just attacked, it uses <i>bone longsword</i> against the flanked enemy.	
MINOR ACTIONS	
Peddler's Command ◆ At-Will (1/round)	
Effect: One ally within 20 squares of the peddler moves half its speed as a free action. If that ally is an elf, it instead shifts half its speed as a free action.	
FREE ACTIONS	
Elven Accuracy ◆ Encounter	
Effect: The peddler rerolls one of its attack rolls and uses the second result.	
Skills Bluff +9, Diplomacy +9, Stealth +9, Thievery +9	
Str 11 (+1)	Dex 16 (+4) Wis 14 (+3)
Con 10 (+1)	Int 12 (+2) Cha 16 (+4)
Alignment unaligned Languages Common, Elven	
Equipment bone longsword	

ELF SNIPER

On the fringes of markets, perched on rooftops, or hidden in shaded corners, these elves watch over the rest of the tribe's members. If anyone causes trouble, the snipers cover the merchants as they retreat.

Elf Sniper	Level 3 Minion Lurker
Medium fey humanoid	XP 38
HP 1; a missed attack never damages a minion.	Initiative +9
AC 17, Fortitude 13, Reflex 17, Will 16	Perception +8
Speed 7	
TRAITS	
Sharpshooter's Advantage	
The sniper deals 3 extra damage against any creature it is hidden from.	
Wild Step	
The sniper ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⊕ Bone Dagger (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
⊕ Chatkcha (weapon) ◆ At-Will	
Attack: Ranged 6/12 (one creature); +8 vs. AC	
Hit: 5 damage.	
MOVE ACTIONS	
Elven Misdirection ◆ At-Will	
Effect: The sniper moves 2 squares. If it has cover or concealment, it can make a Stealth check to become hidden with an automatic check result of 25.	
Skills Bluff +6, Stealth +10	
Str 11 (+1)	Dex 18 (+5) Wis 15 (+3)
Con 10 (+1)	Int 10 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Elven	
Equipment bone dagger, 10 chatkchas	

ELF SNIPERS IN COMBAT

Less hardy than other members of their tribes, elf snipers rely on stealth to keep them out of harm's way. They attack from concealment and flee if enemies close with them.

ELF DUNE STRIDER

Tribes of elves lope across the wastelands. Lithe and hardy, they cover vast distances over dangerous terrain every day. Dune striders swoop down on travelers, seizing anything of value before retreating.

Elf Dune Strider	Level 4 Skirmisher
Medium fey humanoid	XP 175
HP 52; Bloodied 26	Initiative +9
AC 18, Fortitude 14, Reflex 18, Will 15	Perception +9
Speed 7	
TRAITS	
Move Like the Wind	
The dune strider gains a +5 bonus to all defenses against opportunity attacks provoked by its movement.	
Wild Step	
The dune strider ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⚔ Bone Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 4 damage, or 2d8 + 4 when charging.	
⚔ Obsidian Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 7 damage.	
⚔ Rushing Dervish ♦ Recharge when first bloodied	
Effect: The dune strider moves its speed + 2. At any point before, during, or after the move, it uses <i>bone longsword</i> and <i>obsidian short sword</i> , making each attack against a different target.	
FREE ACTIONS	
Elven Accuracy ♦ Encounter	
Effect: The dune strider rerolls one of its attack rolls and uses the second result.	
Skills Acrobatics +12, Athletics +8, Endurance +8	
Str 13 (+3)	Dex 21 (+7) Wis 15 (+4)
Con 12 (+3)	Int 12 (+3) Cha 12 (+3)
Alignment unaligned Languages Common, Elven	
Equipment bone longsword, obsidian short sword	

ELF DUNE STRIDERS IN COMBAT

Operating in small groups, dune striders try to spread out their attacks to force enemies to surrender their possessions. If this tactic doesn't work, they retreat.

ELF RAID LEADER

The elves launch an all-out attack on an outsider community, either as vengeance for ill treatment or to grab resources. They charge into battle under the direction and the watchful gaze of a raid leader.

Elf Raid Leader	Level 6 Artillery (Leader)
Medium fey humanoid	XP 250
HP 55; Bloodied 27	Initiative +9
AC 18, Fortitude 17, Reflex 19, Will 18	Perception +11
Speed 7	
TRAITS	
Wild Step	
The raid leader ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
⚔ Obsidian Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage, and the raid leader shifts 1 square.	
⚔ Bone Bow (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
⚔ Harrying Shot (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage, and until the end of the raid leader's next turn, its allies gain combat advantage against the target while adjacent to the target.	
MINOR ACTIONS	
Focus on the Pain (weapon) ♦ Recharge [i]	
Hit: One ally within 20 squares of the raid leader takes 5 damage and makes a saving throw with a +2 bonus.	
FREE ACTIONS	
Elven Accuracy ♦ Encounter	
Effect: The raid leader rerolls one of its attack rolls and uses the second result.	
Skills Athletics +10, Stealth +14	
Str 14 (+5)	Dex 23 (+9) Wis 16 (+6)
Con 13 (+4)	Int 13 (+4) Cha 13 (+4)
Alignment unaligned Languages Common, Elven	
Equipment obsidian short sword, bone bow, 20 bone arrows	

ELF RAID LEADERS IN COMBAT

A raid leader remains at extreme range, constantly maneuvering for distance if foes attempt to close with it. When a companion is hindered by a debilitating condition, the raid leader does not hesitate to snap the ally out of it with a painful arrow sting.



FLOATING MANTLE

THE CHURNING DUST STORMS OF THE SEA OF SILT sweep up wonders from its farthest reaches and deposit them on Tyr's rocky shores. Arriving amid the relics and wreckage are the bizarre floating mantles. These beasts resemble jellyfish that float on the coastal breezes as they feed and commune with one another.

LORE

Arcana or Nature DC 23: Floating mantles should not be able to fly: Their baglike bodies lack wings or any other method of propulsion. Scholars who study captured specimens theorize that special glands produce a lighter-than-air gas that is stored in their flexible bodies to provide lift. Valves release it in small jets to propel the creatures with amazing maneuverability. The gas is flammable and explodes if exposed to fire or lightning.

A floating mantle's coloration reveals its mood. Normally, males tend toward red and females toward yellow; their hues are pale but intensify when the creatures are angered. When a floating mantle enters its reproductive stage, it bloats to half again its original size and takes on a bruise-blue color. Now called a bluesting, it can no longer hunt, instead using nutrients stored over previous months to feed its developing young. During this uncomfortable period, bluestings are irritable and far more aggressive than other floating mantles.

A bluesting gives birth to scores of polyps, though few survive long enough to bond with the colony. The exertion of combat can cause a bluesting to birth a few young prematurely. The ravenously hungry polyps fight alongside their parent, only to die minutes after the battle ends.

ENCOUNTERS

Floating mantles collect in small colonies and share a group consciousness, allowing them to communicate primitive ideas and concepts with one another. They have few predators but defend themselves and their surviving young with unexpected ferocity.

FLOATING MANTLE

Floating mantles hover above coastal mudflats, where they graze and make their nests.

Floating Mantle		Level 13 Controller
Small aberrant magical beast (blind)		XP 800
HP 126; Bloodied 63	Initiative +10	
AC 27, Fortitude 23, Reflex 25, Will 27	Perception +9	
Speed 0, fly 6 (hover; altitude limit 3)	Blind, blindsight 20	
Immune blinded, gaze; Vulnerable 10 fire, 10 lightning		
STANDARD ACTIONS		
⚡ Tentacle Rake (poison) ⚡ At-Will		
Attack: Melee 2 (one creature); +17 vs. Reflex		
Hit: 1d8 + 6 poison damage, and the target is slowed until the end of the floating mantle's next turn.		
MINOR ACTIONS		
⚡ Life Leech (poison) ⚡ At-Will (1/round)		
Attack: Melee 2 (one creature granting combat advantage to the floating mantle); +17 vs. Fortitude		
Hit: 1d8 + 6 poison damage, the target is dazed and immobilized (save ends both), and the floating mantle gains 10 temporary hit points.		
Jet ⚡ Recharge when first bloodied		
Effect: The floating mantle shifts its speed.		
TRIGGERED ACTIONS		
⚡ Psychic Scream (illusion, psychic) ⚡ Encounter		
Trigger: The floating mantle is first bloodied.		
Attack (Free Action): Close burst 2 (creatures in burst other than floating mantles); +15 vs. Will		
Hit: 2d6 + 6 psychic damage, and the target takes 10 psychic damage whenever it makes an attack against the floating mantle (save ends).		
Effect: The floating mantle becomes invisible until the end of its next turn.		
⚡ Sudden Explosion (fire) ⚡ Encounter		
Trigger: The floating mantle is reduced to 0 hit points by fire or lightning damage.		
Attack (No Action): Close burst 2 (creatures in burst); +15 vs. Reflex		
Hit: 2d10 + 8 fire damage, and the floating mantle pushes the target 1d4 squares.		
Miss: Half damage.		
Str 10 (+6)	Dex 19 (+10)	Wis 17 (+9)
Con 14 (+8)	Int 5 (+3)	Cha 22 (+12)
Alignment unaligned		Languages —

FLOATING MANTLES IN COMBAT

Quiet and inoffensive, floating mantles attack only when they feel threatened. They surround enemies, injecting them with paralytic toxins from their long tentacles. A mantle then draws an incapacitated creature up to its body and drains its vitality using the same appendages. When injured, a floating mantle loses a *psychic scream*, both to drive off its attacker and to warn its fellows.

THE MAGIC-TORN WASTELANDS spawn monsters so terrible that not even the merciful can permit them to live. Gaj exemplify such horrors, combining a hideous aspect with a malign intelligence. They crave the flesh of sentient beings, both for sustenance and for the delicious taste of fear.

LORE

Arcana or Nature DC 23: Gaj dwell in extensive burrows that interconnect to form a community but, aside from pain tyrants, they hunt alone or in mated pairs. Each gaj or pair has its own tunnels and rarely interacts with its neighbors. The community does band together to defend the colony, and to engage in group hunts led by pain tyrants. But when the larder runs low, gaj turn on one another—including their mates.

A gaj uses its feathery antennae to invade the mind of its prey, ripping at its victim's thoughts and creating paralyzing terror. A gaj telepathically mocks enemies for their weakness and goads them to foolish action. Gaj pain tyrants are longer and more slender than mindhunters. Their vestigial antennae, though useless as limbs, compel obedience through agonizing psychic lashes.

Gaj are prized in arenas across the Tyr Region for their cunning and ferocity in battle. Thus they command a high price, and monster hunters take great risks to capture live specimens.

ENCOUNTERS

Fortunately for Athasian travelers, gaj are rare. In the wild, they conceal themselves amid rocks and in defiles, luring prey into their clutches by transmitting telepathic cries for help.

Mindhunters are normally encountered alone or as arena combatants. Pain tyrants hunt in the company of other gaj or surround themselves with humanoid slaves.

GAJ MINDHUNTER

Bursting from beneath the sand, a mindhunter uses its chitinous claws to tear at flesh and thoughts, shredding memories and rending dreams. As insectoid mandibles clash, a pair of feathery antennae brush away the crumbs of what was once a mind.

Gaj Mindhunter		Level 8 Elite Controller
Medium aberrant magical beast		XP 1,750
HP 172; Bloodied 86	Initiative +5	
AC 22, Fortitude 20, Reflex 18, Will 22	Perception +6	
Speed 6, burrow 3	Darkvision, tremorsense 5	
Saving Throws +2; Action Points 1		
TRAITS		
Warding Shell		
The mindhunter gains a +2 bonus to all defenses against any creature marking it.		
STANDARD ACTIONS		
⊕ Mandibles ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC. While the mindhunter has a creature grabbed, it can use <i>mandibles</i> against the grabbed creature only.		
Hit: 4d6 + 3 damage, and the mindhunter grabs the target.		
↘ Invasive Presence (psychic) ◆ At-Will		
Attack: Ranged 10 (one or two creatures); +12 vs. Will		
Hit: 4d6 + 5 psychic damage, and the mindhunter pushes the target 1 square.		
↙ Mind Wrench (charm, psychic) ◆ Recharge ☼ ☼		
Attack: Close burst 3 (one creature in burst); +12 vs. Will		
Hit: The target is dominated (save ends). Each time the target fails a saving throw against this effect, one creature grabbed by the mindhunter takes 2d6 psychic damage.		
MINOR ACTIONS		
⊕ Feathery Probe (psychic) ◆ At-Will (1/round)		
Attack: Melee 1 (one creature grabbed by the mindhunter); +12 vs. Will		
Hit: 1d10 + 5 psychic damage, and the target is dazed and takes ongoing 5 psychic damage (save ends both). If the target is already taking ongoing psychic damage, the ongoing damage increases by 5.		
TRIGGERED ACTIONS		
↙ Force Wave (force) ◆ Recharge when the mindhunter hits with <i>feathery probe</i>		
Trigger: The mindhunter is hit by a melee attack.		
Attack (Immediate Reaction): Close burst 2 (enemies in burst); +12 vs. Fortitude		
Hit: The mindhunter pushes the target 3 squares, and the target takes a -2 penalty to attack rolls until the end of the mindhunter's next turn.		
Skills Bluff +14, Insight +11, Stealth +10		
Str 17 (+7)	Dex 13 (+5)	Wis 15 (+6)
Con 14 (+6)	Int 11 (+4)	Cha 20 (+9)
Alignment chaotic evil Languages telepathy 10		

GAJ MINDHUNTERS IN COMBAT

A mindhunter combines a powerful physical form with crushing psionic talent. It relies on its sturdy shell to ward off attacks as it closes to snatch up prey with its mandibles. Once it has grabbed a creature, it uses *feathery probe* to tear apart its victim's mind. The mindhunter turns its prey's thoughts and fears against other enemies, blasting them with *force wave* or enslaving them with *mind wrench*.

GAJ PAIN TYRANT

Not all who are hunted by the gaj are fortunate enough to die swiftly. A few end up as enslaved warriors defending gaj burrows, as bait for tastier meals, or as food stored against lean times. Overseeing these prisoners are specialized gaj whose vestigial antennae deliver intense psychic jolts. Their slaves, broken by constant psychic torment, know only obedience to their horrific masters.

Gaj Pain Tyrant **Level 13 Elite Artillery (Leader)** Medium aberrant magical beast XP 1,600

HP 200; Bloodied 100 Initiative +7
AC 25, Fortitude 25, Reflex 25, Will 27 Perception +9
Speed 6, burrow 3 Darkvision, tremorsense 10
Saving Throws +2; Action Points 1

TRAITS

Warding Shell

The pain tyrant gains a +2 bonus to all defenses against any creature marking it.

STANDARD ACTIONS

⊕ Mandibles ◆ At-Will

Attack: Melee 1 (one creature); +18 vs. AC
Hit: 4d6 + 4 damage.

☞ Mind Shriek (psychic) ◆ At-Will

Attack: Ranged 20 (one or two creatures); +18 vs. Will
Hit: 3d10 + 6 psychic damage, and the target is dazed until the end of the pain tyrant's next turn.

☞ Agonizing Insight (charm, psychic) ◆ Recharge when the pain tyrant scores a critical hit with *phrenic probe*

Attack: Area burst 2 within 20 (one creature in burst); +16 vs. Will

Hit: Ongoing 20 psychic damage (save ends). Whenever the target takes this ongoing damage, each of its allies within 3 squares of it takes 5 psychic damage.

Effect: Enemies in the burst grant combat advantage until the end of the pain tyrant's next turn. Any ally in the burst can use a free action to shift 1 square or move half its speed.

MINOR ACTIONS

☞ Phrenic Probe (psychic) ◆ At-Will (1/round)

Attack: Ranged 20 (one dazed creature); +18 vs. Will
Hit: 1d10 + 6 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both). If the target is already taking ongoing psychic damage, the ongoing damage increases by 5.

Vicious Goad ◆ Recharge when first bloodied

Effect: One ally within 20 squares of the pain tyrant can use a free action to move its speed and then make a basic attack against an enemy of the pain tyrant's choice. The ally is then dazed until the end of the pain tyrant's next turn.

Skills Bluff +17, Insight +14, Stealth +12

Str 19 (+10) Dex 13 (+7) Wis 17 (+9)

Con 16 (+9) Int 19 (+10) Cha 22 (+12)

Alignment chaotic evil Languages telepathy 10

GAJ PAIN TYRANTS IN COMBAT

Pain tyrants fight from behind allies or slaves, since their most destructive powers function at a distance. A pain tyrant lashes a foe with *mind shriek*, then rips into the incapacitated creature with *phrenic probe*. It uses *agonizing insight* and *vicious goad* to move allies around the battlefield and does not hesitate to sacrifice them for any tactical advantage, no matter how minor.

GAJ



GHOST, RAAIG

IN AN ENVIRONMENT WHERE VIOLENT DEATH IS SO common, ghosts frequently haunt sites of great significance or terrible slaughter. Among them are an array of spirits bound to the service of long-forgotten gods. Called raaigs, these ghosts defend ancient shrines, temples, relics, and secrets.

LORE

Religion DC 23: In life, raaigs were devout priests or holy warriors charged with protecting sacred sites or relics. In death they still keep watch, though their charges have crumbled into ruin or vanished. They have been twisted by their ancient oaths into merciless, hateful apparitions that swiftly slay any living intruder. Unlike ghosts or specters, raaigs briefly take solid form to attack, then fade into insubstantiality before foes can retaliate.

Raaigs haunt old temples. They attack any who set foot in their shrines, considering them unbelievers who defile the sacred precinct. Few people on Athas know the ancient names or prayers that can satisfy a raaig's challenge. A given raaig is bound to a limited area or purpose and cannot abandon it to chase intruders even a short distance.

A few guardians were so favored by their gods in life that they were granted a tiny spark of divine essence. Called soulflames, these raaigs still embody their gods' will. When a soulflame is badly injured, though, that divine spark escapes, leaving behind a spectral vessel empty of all but despair.

ENCOUNTERS

Intelligent and strong-willed, raaigs assume command over other undead such as mummies, ghosts, or skeletons. Those defending evil temples might ally with demons or devils that once served them. Soulflames are occasionally accompanied by angels that survived the disappearance of Athas's gods by drawing upon the spark of divinity within these blessed spirits.

RAAIG TOMB SPIRIT

Dust swirls around the broken altar, obscuring the peculiar symbol carved on it. As the cloud surges forward, it takes the form of a human clad in ancient armor. It strikes, and its ghostly weapon slices cleanly through flesh.



Raaig Tomb Spirit Medium natural humanoid (undead)	Level 9 Soldier XP 400
HP 66; Bloodied 33	Initiative +9
AC 23, Fortitude 22, Reflex 21, Will 21	Perception +11
Speed 6, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
☠ Gripping Dread (cold, fear) ◆ Aura 1 Enemies within the aura cannot shift. In addition, any enemy marked by the tomb spirit that makes an attack that does not include the tomb spirit as a target while within the aura takes 5 cold damage.	
STANDARD ACTIONS	
⚔ Chilling Blade (cold) ◆ At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 3d6 + 7 cold damage.	
MINOR ACTIONS	
⚔ Raaig's Challenge (charm) ◆ At-Will (1/round) Attack: Close burst 3 (one enemy in burst); +12 vs. Will Hit: The tomb spirit pulls the target 2 squares, and the target is marked until the end of the tomb spirit's next turn.	
Skills Religion +11, Stealth +12	
Str 20 (+9)	Dex 17 (+7) Wis 15 (+6)
Con 15 (+6)	Int 14 (+6) Cha 16 (+7)
Alignment unaligned Languages Common	

RAAIG TOMB SPIRITS IN COMBAT

The tomb spirit chooses one enemy and uses *raaig's challenge* to force it into single combat, its *gripping dread* aura keeping the target close. Its weapon temporarily solidifies as it strikes, cutting with a supernatural chill.

RAAIG CRYPT LORD

Beyond the ranks of undead guardians stands a phantasmal figure clad in heavy armor and a rich mantle. Medallions of office mark it as the spirit of a high priest or a temple champion.

Raaig Crypt Lord		Level 14 Soldier (Leader)	
Medium natural humanoid (undead)		XP 1,000	
HP 96; Bloodied 48	Initiative +14		
AC 28, Fortitude 27, Reflex 26, Will 26	Perception +15		
Speed 6, fly 6 (hover); phasing	Darkvision		
Immune disease, poison; Resist insubstantial			
TRAITS			
☼ Gripping Dread (fear) ◆ Aura 2			
Enemies within the aura cannot shift. In addition, any enemy marked by the crypt lord that makes an attack that does not include the crypt lord as a target while within the aura takes 5 cold damage.			
STANDARD ACTIONS			
⊕ Chilling Blade (cold, weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 4d8 + 4 cold damage, and the target is marked until the end of the crypt lord's next turn.			
☠ Ghostly Command ◆ Recharge ☹☹			
Effect: Each undead ally within 5 squares of the crypt lord can use a free action to shift 2 squares and make a melee basic attack.			
MINOR ACTIONS			
↔ Crypt Lord's Challenge (charm) ◆ Recharge when first bloodied			
Attack: Close burst 5 (enemies in burst); +17 vs. Will			
Hit: The crypt lord pulls the target 4 squares, and the target is marked until the end of the crypt lord's next turn.			
Skills Religion +15, Stealth +17			
Str 22 (+13)	Dex 20 (+12)	Wis 16 (+10)	
Con 17 (+10)	Int 17 (+10)	Cha 21 (+12)	
Alignment unaligned		Languages Common	

RAAIG CRYPT LORDS IN COMBAT

A crypt lord fights alongside other raaigs, directing the battle. It uses *crypt lord's challenge* to draw several foes at once into range of its *gripping dread* aura. While it is holding their focus, it moves allies into advantageous positions with *ghostly command*.

RAAIG SOULFLAME

A blinding light flares from the foreign symbols on the altar. Within that radiance a humanoid phantom coalesces. Although it looks little different from the other ghosts, vast power emanates from it.

Raaig Soulflame		Level 21 Skirmisher	
Medium natural humanoid (undead)		XP 3,200	
HP 138; Bloodied 69	Initiative +20		
AC 35, Fortitude 32, Reflex 35, Will 33	Perception +15		
Speed 8, teleport 3 (speed 8, fly 8 [hover] while bloodied); phasing	Darkvision		
Immune disease, poison; Resist insubstantial			
TRAITS			
Bloodied Defense			
While bloodied, the soulflame gains a +2 bonus to Fortitude and Reflex.			
STANDARD ACTIONS			
⊕ Divine Blade (radiant, teleportation) ◆ At-Will			
Requirement: The soulflame must not be bloodied.			
Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 4d6 + 8 damage plus 2d6 radiant damage, and the soulflame teleports 3 squares after the attack.			
⊕ Deathly Blade (necrotic) ◆ At-Will			
Requirement: The soulflame must be bloodied.			
Attack: Melee 1 (one creature); +23 vs. Fortitude			
Hit: 4d6 + 10 damage plus 2d6 necrotic damage, and until the end of the soulflame's next turn, when the target regains hit points, it regains only half the normal amount.			
⊕ Flickering Phantom (radiant, teleportation) ◆ Recharge ☹☹☹☹			
Requirement: The soulflame must not be bloodied.			
Effect: The soulflame teleports 4 squares.			
Primary Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 4d8 + 6 damage plus 4d8 radiant damage.			
Effect: After the attack, the soulflame teleports 4 squares and makes a secondary attack.			
Secondary Attack: Melee 1 (one creature other than the primary target); +26 vs. AC			
Hit: 3d8 + 7 damage plus 3d8 radiant damage.			
⊕ Hollow Rage (necrotic) ◆ Encounter			
Requirement: The soulflame must be bloodied.			
Attack: Melee 1 (one creature); +23 vs. Fortitude			
Hit: 6d10 + 7 necrotic damage, and the target cannot regain hit points (save ends).			
Skills Acrobatics +23, Religion +18, Stealth +23			
Str 23 (+16)	Dex 26 (+18)	Wis 20 (+15)	
Con 21 (+15)	Int 17 (+13)	Cha 23 (+16)	
Alignment unaligned		Languages Supernal	

RAAIG SOULFLAMES IN COMBAT

Soulflames teleport throughout the enemies' ranks, rarely staying in the same spot. They focus attacks on enemies that pose a greater threat.

Once bloodied, a soulflame becomes a being of murderous rage. It focuses its attacks on the enemy who bloodied it, even if others are dealing more damage.

GIANT

ATHASIAN GIANTS DWELL IN SMALL TRIBES on islands throughout the Sea of Silt, which they guard fiercely. They are capable of traversing the sea's shallower areas, wading through chest-deep terrain to reach their homes.

LORE

Arcana DC 25: Many giants on Athas live on islands in the shallower areas of the Sea of Silt. Sometimes they can be bribed into carrying smaller beings as passengers to their islands or to other locations in the sea. Giants are fickle, though, so travelers must take care not to offend them.

Powerful masters of the Way created the first beast giants long ago, and the race has persisted, though it is mutable in form. These giants supplement their ferocity with an inborn psychic power that lets them read the mind of an enemy, allowing them to copy a foe's powerful attack.

Shadow giants are remnants of giants killed by the sorcerer-kings in ancient wars. Their hate-filled spirits have found a home in the deathly substance of the Gray.



ENCOUNTERS

Beast giants associate with others of their kind as well as with hill giants, firbolgs, brohgs, and other giant-kin. Shadow giants are loners, feared by other giants, though on occasion a brohg renegade seeks one out to learn secrets of arcane magic. Shadow giants might ally with their elementally infused cousins, especially the powerful fire and stone giants in the Sea of Silt.

BEAST GIANT

Each of these hulking humanoids has the head of a beast, though every one has slightly different features. The beasts represented are found throughout Athas and include those both living and long extinct.

Beast Giant		Level 15 Brute
Large natural humanoid (giant)		XP 1,200
HP 180; Bloodied 90		Initiative +9
AC 27; Fortitude 27, Reflex 26, Will 27		Perception +11
Speed 7		Low-light vision
STANDARD ACTIONS		
⊕ Rending Bite ⊕ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d10 + 9 damage, and ongoing 5 damage (save ends).		
⊕ Red of Tooth ⊕ Encounter		
Effect: The giant uses <i>rending bite</i> three times, making each attack against a different target.		
⊕ Psionic Release ⊕ Recharge when the giant uses <i>psionic retention</i>		
Requirement: The giant must have an attack retained with <i>psionic retention</i> .		
Attack: Melee 2 (one creature); +18 vs. Fortitude		
Hit: The target takes the damage and any effects of the retained attack.		
TRIGGERED ACTIONS		
⊕ Psionic Retention ⊕ Recharge when an enemy within 5 squares of the giant spends a healing surge		
Trigger: An enemy damages the giant with an at-will or an encounter attack power.		
Effect (Immediate Reaction): The triggering attack is retained until the end of the giant's next turn. A retained attack duplicates the triggering attack's damage and any harmful effects as though originating from the triggering enemy, but not its range or targets. The giant can inflict the same damage and effects of the retained attack on an enemy it hits with <i>psionic release</i> .		
Str 17 (+10)	Dex 15 (+9)	Wis 18 (+11)
Con 20 (+12)	Int 10 (+7)	Cha 15 (+9)
Alignment unaligned		Languages Common, Giant

BEAST GIANTS IN COMBAT

When faced with a threat, a beast giant reacts with savage ferocity. It uses *red of tooth* to start a fight and reacts to a serious injury with *psionic retention*, turning that attack against a foe on its next turn.



SHADOW GIANT

A vengeful spirit that seeks retribution for an ancient slaughter, this undead giant resembles a tall, thin shadow cast against a wall.

Shadow Giant		Level 18 Soldier
Large shadow humanoid (giant, undead)		XP 2,000
HP 185; Bloodied 92		Initiative +16
AC 31, Fortitude 31, Reflex 30, Will 31		Perception +17
Speed 7, fly 3 (hover)		Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial		
TRAITS		
☼ Shadow Malaise (fear) ◆ Aura 5		
Enemies within the aura regain half the normal hit points from healing powers.		
Revealed by Radiance		
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.		
STANDARD ACTIONS		
⊕ Necrotic Touch (necrotic) ◆ At-Will		
Attack: Melee 2 (one creature); +21 vs. Reflex		
Hit: 4d8 + 8 necrotic damage, and the target is marked (save ends).		
⊖ Death Touch (necrotic) ◆ At-Will		
Attack: Melee 2 (one creature); +21 vs. Reflex		
Hit: 3d8 + 2 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
⊖ Cast into Shadow ◆ At-Will		
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.		
Attack (Immediate Reaction): Melee 2 (triggering enemy); +21 vs. Reflex		
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.		
Str 22 (+15)	Dex 21 (+14)	Wis 16 (+12)
Con 23 (+15)	Int 10 (+9)	Cha 23 (+15)
Alignment evil		Languages Common, Giant

SHADOW GIANTS IN COMBAT

A shadow giant marks the foe that has hurt it the most. It tries to keep the marked target within reach so it can strand that foe in the Gray with *cast into shadow*.

BEAST TITAN

The oldest beast giants have grown so much in strength that their ferocity sets them apart from their lesser fellows. Beast titans delight in tearing off the heads of foes and using the skulls as trophies.

Beast Titan		Level 20 Elite Brute
Huge natural humanoid (giant)		XP 5,600
HP 466; Bloodied 233		Initiative +14
AC 32, Fortitude 34, Reflex 29, Will 33		Perception +16
Speed 8		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
Beast Reflexes		
The titan can make a saving throw to avoid falling prone.		
STANDARD ACTIONS		
⊕ Gnashing Bite ◆ At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 3d10 + 9 damage, and ongoing 10 damage (save ends).		
⊖ Head Rip ◆ At-Will		
Attack: Melee 1 (one creature grabbed by the titan); +23 vs. Reflex		
Hit: 4d8 + 25 damage, and ongoing 10 damage (save ends). The titan also pushes the target 10 squares and knocks it prone.		
⊖ Psionic Release ◆ Recharge when the titan uses <i>psionic retention</i>		
Requirement: The titan must have an attack retained with <i>psionic retention</i> .		
Attack: Melee 3 (one creature); +23 vs. Fortitude		
Hit: The target takes the damage and any effects of the retained attack.		
MINOR ACTIONS		
⊖ Titan's Embrace ◆ At-Will (1/round)		
Requirement: The titan must not have a creature grabbed.		
Attack: Melee 3 (one creature); +23 vs. Reflex		
Hit: 1d8 + 9 damage, and the titan grabs the target.		
TRIGGERED ACTIONS		
⊖ Psionic Retention ◆ Recharge when an enemy within 5 squares of the titan spends a healing surge		
Trigger: An enemy damages the giant with an at-will or an encounter attack power.		
Effect (Immediate Reaction): The triggering attack is retained until the end of the titan's next turn. A retained attack duplicates the triggering attack's damage and any harmful effects as though originating from the triggering enemy, but not its range or targets. The titan can inflict the same damage and effects of the retained attack on an enemy it hits with <i>psionic release</i> .		
⊖ Vengeful Bite ◆ 2/Encounter		
Trigger: The titan is first bloodied or it drops to 0 hit points.		
Effect (Free Action): The titan uses <i>gnashing bite</i> .		
Str 28 (+19)	Dex 19 (+14)	Wis 23 (+16)
Con 23 (+16)	Int 12 (+11)	Cha 16 (+13)
Alignment unaligned		Languages Common, Giant

BEAST TITANS IN COMBAT

A beast titan opens with *titan's embrace* to grab an enemy, then follows up with *head rip* to savage the captured foe. As does its lesser kin, it turns a powerful attack that hits it against an enemy.

GITH

ALTHOUGH DESCENDED from creatures said to come from beyond the Gray, Athas's gith are tribal and savage. The slide into barbarism did not extinguish their mental abilities, however. Combined with the giths' extreme brutality and absolute mercilessness, their psionic powers might be even more dangerous than those of their forebears.

LORE

Nature DC 19: Githyanki first visited Athas long ago aboard a vast, silvery craft that transported them from a place beyond the Gray. The githyanki sought a way back to their realm, but they found themselves trapped on Athas by the Gray, which serves as a nigh-impassable planar barrier between the world and their home realm. Meanwhile, the visitors proved particularly sensitive to the corrupting nature of arcane magic. Today, the descendants of the first githyanki survive as shadows of their former selves, decayed in both mind and body. They have not forgotten their origins, however. A few tribes are dedicated to gathering shards of their long-lost ship, hoping to return home.

Gith tribes wander the mountains and the Tablelands, living as nomadic hunters. Like thri-kreen tribes, gith grant humanoid no special status, hunting them as avidly as any other prey.

ENCOUNTERS

Gith travel in small packs, though sometimes an individual can be found with other creatures, working as a mercenary or as a slave. Gith also keep pets, such as baazrags. Although most gith attack foulspawn on sight, a few tribes have begun to collaborate with these aberrations toward some shared ambition.

GITH SAVAGE

These bloodthirsty degenerates are always eager to join the hunt. Gith savages' lives are nasty, brutish, and short.

GITH SAVAGES IN COMBAT

Gith savages stay mobile, constantly changing their positions as they viciously jab at enemies. They understand battle tactics, having survived the harsh and sometimes fatal lessons of more experienced members of the tribe.

Gith Savage	Level 4 Minion Skirmisher
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion.	Initiative +4
AC 17, Fortitude 18, Reflex 15, Will 14	Perception +2
Speed 6	
STANDARD ACTIONS	
⚔ Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage, and the gith shifts 1 square.	
☞ Telekinetic Pierce ♦ Encounter	
Attack: Ranged 5 (one creature); +7 vs. Fortitude	
Hit: 6 damage, and the gith pushes the target 1 square.	
MOVE ACTIONS	
Telekinetic Leap ♦ Encounter	
Effect: The gith flies 5 squares.	
Str 16 (+5)	Dex 10 (+2) Wis 10 (+2)
Con 14 (+4)	Int 8 (+1) Cha 9 (+1)
Alignment evil	Languages Deep Speech
Equipment inix-shell armor, obsidian-tipped spear	

GITH HOBBLER

A gith hobbler practices until it can hit a charging baazrag in the eye with a javelin from fifty feet away. It is a "trial by blood" that forgives no mistakes. Skilled throwers are welcomed back to the tribe; the rest are left to rot in the wastes.

Gith Hobbler	Level 4 Artillery
Medium natural humanoid	XP 175
HP 46; Bloodied 23	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 14	Perception +3
Speed 6	
TRAITS	
⚙ Brain Fog ♦ Aura 1	
Enemies within the aura take a -2 penalty to attack rolls and damage rolls.	
STANDARD ACTIONS	
⚔ Bone Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the gith shifts 1 square.	
☞ Javelin (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 2d6 + 5 damage.	
☞ Pinning Javelin (weapon) ♦ Encounter	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
Telekinetic Leap ♦ Encounter	
Effect: The gith flies 5 squares.	
Str 16 (+5)	Dex 13 (+3) Wis 12 (+3)
Con 16 (+5)	Int 8 (+1) Cha 9 (+1)
Alignment evil	Languages Deep Speech
Equipment inix shell armor, bone dagger, 10 obsidian-tipped javelins	

GITH HOBBLERS IN COMBAT

Gith hobblers rely on *brain fog* to deter foes from approaching and *telekinetic leap* to escape if necessary. They use *pinning javelin* to immobilize the most dangerous foes, leaving them vulnerable to the attacks of allied gith spearheads and drones.

GITH SPEARHEAD

This vicious warrior favors an obsidian-tipped spear. It also harbors a dangerous psionic talent that manifests only when its life is snuffed out by violence.

Gith Spearhead		Level 5 Brute
Medium natural humanoid		XP 200
HP 76; Bloodied 38		Initiative +5
AC 18, Fortitude 17, Reflex 15, Will 14		Perception +4
Speed 6		
STANDARD ACTIONS		
⚔ Vicious Spear (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 7 damage.		
⚔ Focused Stab (weapon) ⚡ Recharge [☹][☹][☹]		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d12 + 7 damage, and the target falls prone. If the target is bloodied, it takes 1d12 extra damage and is also dazed (save ends).		
MOVE ACTIONS		
🌀 Telekinetic Leap ⚡ Encounter		
Effect: The gith flies 5 squares.		
TRIGGERED ACTIONS		
⚡ Ancestor's Appeal (psychic) ⚡ Encounter		
Trigger: The gith drops to 0 hit points.		
Attack (Immediate Interrupt): Close burst 1 (enemies in burst); +5 vs. Fortitude		
Hit: 2d6 + 3 psychic damage. The target takes ongoing 5 psychic damage, and whenever it uses a daily or an encounter power, it takes 5 psychic damage (save ends both).		
Skills Athletics +12, Intimidate +7		
Str 20 (+7)	Dex 16 (+5)	Wis 14 (+4)
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)
Alignment evil		Languages Deep Speech
Equipment inix shell armor, obsidian-tipped spear		

GITH SPEARHEADS IN COMBAT

A gith spearhead rushes forward into combat, keeping an eye out for bloodied enemies. The gith uses *focused stab* early on, focusing its attacks on that foe until the creature is bloodied and *focused stab* recharges. Once wounded, the spearhead begins shifting or moving to surround itself with enemies so its psionic death throes have the greatest impact.

GITH DRONE

Gith that show early signs of psionic talent receive special training, isolated from others of their tribe. This seclusion protects the tribe as gith trainers tear away the drones' mental barriers. If the drones survive this trauma, they develop explosive psychic abilities. Gith tribes take great pride in their drones.

GITH DRONES IN COMBAT

A gith drone advances to bring its *brain fog* to bear on its opponent's defenses. The drone tries to place *psychic nova* so it affects more than one foe bloodied by its allies, but it also uses the power against tightly packed enemies.



Gith Drone		Level 5 Controller
Medium natural humanoid		XP 200
HP 62; Bloodied 31		Initiative +2
AC 19, Fortitude 17, Reflex 13, Will 14		Perception +3
Speed 6		
TRAITS		
☹ Brain Fog ⚡ Aura 3		
Enemies within the aura take a -1 penalty to all defenses.		
STANDARD ACTIONS		
⚔ Bone Dagger (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 4 damage.		
🌀 Telekinetic Thrust (force) ⚡ At-Will		
Attack: Ranged 5 (one creature); +9 vs. Fortitude		
Hit: 2d6 + 5 force damage.		
Effect: The drone slides the target 2 squares.		
☹ Psychic Nova (psychic) ⚡ Recharge [☹][☹]		
Attack: Area burst 1 within 5 (enemies in burst); +8 vs. Reflex		
Hit: 4d6 + 4 damage, and the target takes 5 psychic damage whenever it uses a daily or an encounter power (save ends). If the target is bloodied, it also takes ongoing 5 psychic damage (save ends both).		
MOVE ACTIONS		
🌀 Telekinetic Leap ⚡ Encounter		
Effect: The gith flies 5 squares.		
Str 16 (+5)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 5 (-1)	Cha 8 (+1)
Alignment evil		Languages Deep Speech
Equipment inix shell armor, bone dagger		

GOLEM

UNTHINKING AUTOMATONS energized by potent magic, golems can be found in desert ruins or in the treasuries of the sorcerer-kings. Powerful defilers craft golems from bone, clay, flesh, stone, and more unusual materials. The relative abundance of obsidian, salt, and sand on Athas has inspired creators to rely on these substances when constructing golems.

LORE

Arcana DC 23: Golems abide by the instructions of their creators, or anyone their creators order them to obey. They are fearless and unflinching, executing their masters' commands without concern for their own survival. They plow straight ahead in battle, mashing anyone or anything that obstructs their progress.

The creation of a golem requires potent arcane rituals and expensive components. Such resources are exceedingly rare on Athas. Much of the lore regarding golems comes from ages past, and a great deal of it is lost even to sorcerer-kings. The few ritualists who can create golems do not necessarily even understand why their rituals work.

Legends tell of golems far more potent than any created today. Constructed from substances now rare on Athas, these creatures still haunt the depths of forgotten ruins, obeying orders uttered by creators thousands of years ago.

SALT GOLEM

The air grows hazy as a salt golem approaches. The ambient particles from its body sting the flesh and burn the eyes. A blocky, rocklike form of white and gray becomes more distinct as it draws close enough for its heavy limbs to strike.

Salt Golem	Level 11 Elite Brute
Large natural animate (construct)	XP 1,200
HP 278; Bloodied 139	Initiative +6
AC 24, Fortitude 23, Reflex 21, Will 23	Perception +9
Speed 5 (cannot shift)	Darkvision
Immune disease, poison, sleep	
Saving Throws +2; Action Points 1	
TRAITS	
☠ Toxic Salt (poison) ◆ Aura 2	
Any enemy that starts its turn within the aura takes a -2 penalty to all defenses until the end of its next turn. If the enemy is bloodied, it also takes 5 poison damage.	
STANDARD ACTIONS	
⊕ Slam (poison) ◆ At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 4d6 + 6 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
⊕ Double Attack ◆ At-Will	
Effect: The golem uses <i>slam</i> twice.	
⚡ Horrid Dehydration ◆ Recharge [☁][☁]	
Attack: Close burst 3 (enemies in burst); +12 vs. Fortitude	
Hit: 4d10 + 3 damage, and the target is weakened and slowed until the end of the golem's next turn. A bloodied target is instead weakened and slowed (save ends both).	
Str 22 (+11)	Dex 12 (+6) Wis 18 (+9)
Con 19 (+9)	Int 3 (+1) Cha 3 (+1)
Alignment unaligned	Languages –



SALT GOLEMS IN COMBAT

Salt golems leave tiny toxic shards in the wounds they inflict, causing agonizing pain. Like most golems, they aren't capable of sophisticated tactics. They are cunning enough, though, to distinguish between strong and injured foes.

DUNE GOLEM

A sudden flurry sweeps the desert as the sands rise in a loosely humanoid form. Particles sift and flow as though blown by a constant wind, but the creature never loses its substance. Gaping pits at the top of the churning sand simulate a mouth and eyes.

DUNE GOLEMS IN COMBAT

These semisolid animates ambush foes by bursting upward from the ground. Once engaged in battle, a dune golem is a straightforward combatant, grabbing and engulfing the first available target while pounding on others.

OBSIDIAN GOLEM

Crystallized darkness strides ponderously as the shriek of glass grows louder. Powdered obsidian trails from the form's stiffly flexing joints. On its jagged fists are crimson stains, recalling the fate of the last trespasser.

Dune Golem	Level 13 Elite Soldier	
Large natural animate (construct)	XP 1,600	
HP 184; Bloodied 92	Initiative +8	
AC 29, Fortitude 25, Reflex 26, Will 24	Perception +7	
Speed 5, burrow 5 (loose earth only)	Darkvision	
Immune disease, poison, sleep; Resist half damage from melee and ranged attacks		
Saving Throws +2; Action Points 1		
TRAITS		
☀ Gusting Sands ◆ Aura 2		
Squares within the aura are difficult terrain for enemies. Whenever any enemy attempts to stand up while within the aura, it must make a saving throw. On a failed saving throw, the enemy remains prone and loses the action it used to try to stand.		
Unhindered		
When the golem moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the golem does not provoke an opportunity attack from the grabbed creature.		
STANDARD ACTIONS		
⬇ Slam ◆ At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 + 8 damage, and the golem can grab the target if the golem has fewer than two creatures grabbed.		
Sustain Free: The golem sustains each of its grabs.		
⬇ Double Attack ◆ At-Will		
Effect: The golem uses <i>slam</i> twice. If both attacks hit, the target or targets of the attacks fall prone.		
MOVE ACTIONS		
↔ Shifting Sands ◆ At-Will		
Effect: The golem shifts its speed. It ignores difficult terrain and can move through enemies' spaces during the shift. The golem can instead shift half its speed to also be phasing during the shift. While phasing, it can move through blocking terrain only if that terrain contains a hole or crack that allows air through.		
MINOR ACTIONS		
⬇ Engulf ◆ At-Will (1/round)		
Attack: Melee 2 (one creature grabbed by the golem); +14 vs. Fortitude		
Hit: 1d10 + 6 damage, and the target takes ongoing 15 damage until the grab ends.		
Str 24 (+13)	Dex 15 (+8)	Wis 13 (+7)
Con 19 (+10)	Int 3 (+2)	Cha 3 (+2)
Alignment unaligned	Languages –	

Obsidian Golem	Level 19 Elite Soldier	
Large natural animate (construct)	XP 4,800	
HP 358; Bloodied 179	Initiative +13	
AC 35, Fortitude 32, Reflex 30, Will 31	Perception +13	
Speed 4 (cannot shift)	Darkvision	
Immune disease, poison, sleep		
Saving Throws +2; Action Points 1		
TRAITS		
☀ Razor Sharp ◆ Aura 1		
Any enemy that moves from one square within the aura to another square within the aura takes 10 damage.		
Inexorable Action		
At the start of combat, the golem makes two initiative checks. The golem takes a turn on both initiative counts.		
STANDARD ACTIONS		
⬇ Slam ◆ At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 4d6 + 8 damage, and the golem pushes the target 1 square and knocks it prone. The target takes ongoing 5 damage (save ends).		
⬅ Stunning Handclap (thunder) ◆ Recharge [1]		
Attack: Close burst 5 (enemies in burst); +21 vs. Fortitude		
Hit: 4d6 + 8 thunder damage, and the target is stunned until the end of the golem's next turn.		
Str 25 (+16)	Dex 15 (+11)	Wis 19 (+13)
Con 19 (+13)	Int 3 (+5)	Cha 3 (+5)
Alignment unaligned	Languages –	

OBSIDIAN GOLEMS IN COMBAT

Obsidian golems are festooned with sharp, glassy edges, and their crushing blows inflict deep cuts that bleed profusely. Although nearly mindless, they have sufficient acumen to try to catch at least two foes at a time with *stunning handclap*.

ENCOUNTERS

Golems cooperate with any creature their master dictates. They are often placed alongside other constructs, though they can be found with demons, devils, and other long-lived guardians. Golems are frequently stationed to protect a specific area, but some creators use them as loyal bodyguards.

GOLIATH (HALF-GIANT)

KNOWN ALSO AS HALF-GIANTS within the city-states, goliaths are renowned for their physical power and fighting ability. They serve as gladiators, sentries, and elite bodyguards. Outside the city-states, goliaths are fearsome mountain raiders.

LORE

History DC 17: Goliaths are not a natural race. Using dark magic, sorcerer-kings created them generations ago by combining humans and giants. Although most goliaths now live in the city-states, a number of them wander the high mountains of Athas. They raid the lowlands for slaves and spoils, withdrawing to the high vales when pursued. Given enough incentive, whole tribes of barbaric mountain goliaths travel to the cities to serve as mercenaries or soldiers for nobles or a sorcerer-king.

ENCOUNTERS

In the cities, goliaths are often thugs or agents of oppression, acting as hired muscle for templars, criminals, and slavers. Anyone who needs a strong warrior and has a few coins to spare might hire a goliath to intimidate or kill foes.

In the Ringing Mountains, goliaths are violent reavers taking what they can from others. They have little use for companions that are not pets or slaves.

A few goliaths dwell among the giant tribes of the Sea of Silt. Although treated as menial servants, they're permitted to guard the islands and join in raiding. For goliaths with barbaric natures, this existence is preferable to dwelling among civilized peoples.

GOLIATH ENFORCER

A towering, muscle-bound thug clamps a meaty hand on a trespassing human, nearly toppling the diminutive figure. Glancing up at the formidable guard, the human realizes he has only two options: beg for his life or flee for it. Judging from the bone and blood covering the goliath's greatclub, he knows neither has much likelihood of success.

Goliath Enforcer	Level 8 Brute	
Medium natural humanoid	XP 350	
HP 105; Bloodied 52	Initiative +7	
AC 21, Fortitude 20, Reflex 20, Will 19	Perception +6	
Speed 6		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 4d6 + 6 damage.		
MINOR ACTIONS		
† Push Through ⊕ Recharge when first bloodied		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: The goliath pushes the target, knocks it prone, and shifts 1 square to the square the target vacated.		
Stone's Endurance ⊕ Encounter		
Effect: The goliath gains resist 5 to all damage until the end of its next turn.		
TRIGGERED ACTIONS		
† Vengeful Clout (weapon) ⊕ Encounter		
Trigger: The goliath drops to 0 hit points.		
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. Fortitude		
Hit: 4d6 + 6 damage, and the target falls prone.		
Skills Athletics +14, Intimidate +10, Nature +11		
Str 20 (+9)	Dex 17 (+7)	Wis 15 (+6)
Con 15 (+6)	Int 11 (+4)	Cha 12 (+5)
Alignment unaligned		Languages Common
Equipment hide armor, greatclub		

Goliath Enforcer Legbreaker	Level 16 Minion Brute	
Medium natural humanoid	XP 350	
HP 1; a missed attack never damages a minion.	Initiative +13	
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +12	
Speed 6		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 15 damage.		
MINOR ACTIONS		
Stone's Endurance ⊕ Encounter		
Effect: The goliath takes no damage from the next attack that hits it before the end of its next turn.		
TRIGGERED ACTIONS		
† Vengeful Clout (weapon) ⊕ Encounter		
Trigger: The goliath drops to 0 hit points.		
Attack (Immediate Interrupt): Melee 1 (one creature); +19 vs. Fortitude		
Hit: 15 damage, and the target falls prone.		
Str 24 (+15)	Dex 21 (+13)	Wis 19 (+12)
Con 19 (+12)	Int 11 (+8)	Cha 12 (+9)
Alignment unaligned		Languages Common, Giant
Equipment hide armor, greatclub		

GOLIATH ENFORCERS IN COMBAT

As thugs, raiders, and mercenaries, goliath enforcers gravitate toward brute force and strength in numbers rather than skill and finesse. They throw themselves recklessly into the middle of the action, heedless of the danger.

GOLIATH GLADIATOR

The sands of the arena crunch beneath a ponderous tread. The roar of the crowd rises to a crescendo. A muscular warrior with an enormous bone axe grins with fervor at the audience and then sets a fierce gaze upon the opponent whose blood will soon stain the sands.

Goliath Gladiator		Level 11 Soldier (Leader)	
Medium natural humanoid		XP 600	
HP 114; Bloodied 57		Initiative +11	
AC 27, Fortitude 24, Reflex 23, Will 22		Perception +6	
Speed 6			
Saving Throws +5 against weakened			
STANDARD ACTIONS			
⊕ Bone Greataxe (weapon) ⊕ At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 4d6 + 5 damage, and the target's marks on the goliath's allies end.			
⊕ Leg Strike (weapon) ⊕ At-Will			
Attack: Melee 1 (one creature); +14 vs. Fortitude			
Hit: 4d6 + 5 damage, and the target is slowed and cannot shift until the end of the goliath's next turn.			
⊕ Skull Cleaver (weapon) ⊕ Recharge if the power misses			
Attack: Melee 1 (one creature); +14 vs. Fortitude			
Hit: 5d8 + 6 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).			
Aftereffect: The target grants combat advantage (save ends).			
MINOR ACTIONS			
Get Up! ⊕ Recharge ☼ ☼ ☼			
Effect: One ally adjacent to the goliath can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.			
Offensive Form ⊕ At-Will (1/round)			
Effect: Each enemy adjacent to the goliath is marked until the end of the goliath's next turn.			
Stone's Endurance ⊕ Encounter			
Effect: The goliath gains resist 10 to all damage until the end of its next turn.			
Skills Athletics +16, Intimidate +13, Nature +11			
Str 22 (+11)	Dex 18 (+9)	Wis 13 (+6)	
Con 18 (+9)	Int 11 (+5)	Cha 17 (+8)	
Alignment unaligned Languages Common, Giant			
Equipment leather armor, greataxe			

GOLIATH GLADIATORS IN COMBAT

More skilled than the average rampaging warrior, a goliath gladiator combines might with tactical cunning. It shouts orders to allies, directing them to flank, concentrate their attacks, and take advantage of foes distracted by the gladiator's challenges. The gladiator wades into the heart of melee, but it always keeps an eye out for fallen or hindered allies.

GOLIATH KING'S GUARD

Like statues, the guards stand along the cavernous hall, gazing unblinkingly at all who pass. Their stillness conceals their potential for sudden violence, which is manifest only in their watchful eyes and their ready armaments.

Goliath King's Guard		Level 16 Soldier	
Medium natural humanoid		XP 1,400	
HP 154; Bloodied 77		Initiative +15	
AC 32, Fortitude 30, Reflex 28, Will 27		Perception +17	
Speed 6			
TRAITS			
Threatening Reach			
The guard can make opportunity attacks against enemies within 2 squares of it.			
STANDARD ACTIONS			
⊕ Halberd (weapon) ⊕ At-Will			
Attack: Melee 2 (one creature); +21 vs. AC			
Hit: 4d10 + 2 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.			
⊕ Mighty Clout (weapon) ⊕ Recharge ☼ ☼ ☼			
Attack: Melee 2 (one creature); +19 vs. Fortitude			
Hit: 4d10 + 14 damage, and the guard slides the target 1 square and knocks it prone.			
MINOR ACTIONS			
Stone's Endurance ⊕ Encounter			
Effect: The guard gains resist 10 to all damage until the end of its next turn.			
Skills Athletics +20, Intimidate +15			
Str 25 (+15)	Dex 21 (+13)	Wis 19 (+12)	
Con 18 (+12)	Int 13 (+9)	Cha 15 (+10)	
Alignment unaligned Languages Common, Giant			
Equipment scale armor, halberd			

GOLIATH KING'S GUARDS IN COMBAT

These elite palace warriors protect sorcerer-kings, high-ranking templars, and nobles. When serving as bodyguards, they congregate around their ward, keeping attackers at bay with their halberds. In battle, a guard uses *mighty clout* at the first opportunity. It saves *stone's endurance* until an enemy has shown the ability to hurt it.

HALFLING

NATIVES OF THE RAIN-KISSED FOREST RIDGE, halflings are tribal people who maintain their distance from other humanoid races of Athas. They interact little with the Seven Cities or the people of the desert and are notorious for eating captured enemies. They're not above stealing livestock or ambushing unwary travelers to remedy an empty cook pot. Most halflings want nothing to do with outsiders, though. They defend their home with poisoned darts and primal magic.

Some halflings roam the desert, although they are a rare sight in the Seven Cities. Small bands venture down from the Forest Ridge and find employment as guides, trackers, hunters, and occasionally slavers. Individual halflings indulge their wanderlust by exploring unfamiliar areas of the world. On occasion, bloodthirsty renegade tribes aggressively raid villages or waylay caravans in the vast wastes.

LORE

Nature DC 17: Halflings are among the oldest of the speaking peoples of Athas, and they have a rich oral tradition, a deep understanding of nature, and a complex culture. Halfling tribes on Athas openly practice cannibalism, though usually as a ritualistic matter. Though they rarely deal with outsiders, halflings have been known to work with others for mutual gain. However, anyone who breaks an oath to a halfling tribe will find himself or herself quickly pursued by a band of headhunters. These marauders pose a threat to any traveler who wanders into their hunting grounds.

ENCOUNTERS

Halflings distrust other intelligent humanoids and are rarely found in their company. They do take forest monsters as pets, domesticating drakes, griffons, kirres, panthers, and similar beasts.

HALFLING FOREST RUNNER

As masters of ambush, forest runners embody the halfling reputation for stealth and cunning. Whether patrolling halfling lands or wandering the wastes, they harry enemies rather than engaging them in pitched battles.

HALFLING FOREST RUNNERS IN COMBAT

Fierce warriors, forest runners do not fear enemies even two or three times their size. They rely on stealth, poison, teamwork, and pure savagery to defeat their foes. They favor moving up to their enemies and then using *strike and slip away* to vanish back into the surrounding terrain.

Halfling Forest Runner	Level 2 Skirmisher
Small natural humanoid	XP 125
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +3
Speed 6	
TRAITS	
Nimble Reaction	
The forest runner gains a +2 bonus to AC against opportunity attacks.	
STANDARD ACTIONS	
⊕ Poisoned Spear (poison, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 1 damage plus 1d6 poison damage.	
⊖ Strike and Slip Away (poison, weapon) ◆ Recharge ☼ ☼ ☼ ☼	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage, and ongoing 5 poison damage (save ends).	
Effect: After the attack, the forest runner shifts 5 squares. The forest runner can make a Stealth check to become hidden if it has any cover or any concealment.	
Skills Acrobatics +9, Stealth +9, Thievery +9	
Str 14 (+3)	Dex 17 (+4) Wis 14 (+3)
Con 13 (+2)	Int 12 (+2) Cha 11 (+1)
Alignment unaligned Languages Common	
Equipment leather armor, spear	

HALFLING WILDER

Halflings mastered psionics thousands of years ago. Their adepts are accomplished at burrowing into the minds of enemies and distracting them.

Halfling Wilder	Level 3 Artillery
Small natural humanoid	XP 150
HP 38; Bloodied 19	Initiative +4
AC 15, Fortitude 14, Reflex 15, Will 16	Perception +2
Speed 6	
TRAITS	
Nimble Reaction	
The wilder gains a +2 bonus to AC against opportunity attacks.	
Combat Advantage	
The wilder deals 1d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
⊕ Club (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 2 damage.	
⊕ Mind Thrust (psionic) ◆ At-Will	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: 2d8 + 3 psychic damage, and the target grants combat advantage until the start of the wilder's next turn.	
Skills Acrobatics +9, Stealth +9, Thievery +9	
Str 11 (+1)	Dex 16 (+4) Wis 12 (+2)
Con 14 (+3)	Int 11 (+1) Cha 17 (+4)
Alignment unaligned Languages Common	
Equipment club	

HALFLING WILDERS IN COMBAT

Halfling wilders are as fearless as other halflings, but they keep their distance from foes. They rely on disruptive *mind thrust* attacks. Two or more wilders cooperate to ensure that at least one is gaining the benefit of attacking with combat advantage.

HALFLING FOREST KEEPER

Shamanistic forest keepers tap both the benevolence and the threat of nature. They wield great influence among their kind, repaying that respect by preserving halfling traditions and lore and by shielding the tribe from harm.

Halfling Forest Keeper	Level 6 Controller (Leader)
Small natural humanoid	XP 250
HP 72; Bloodied 36	Initiative +6
AC 20, Fortitude 17, Reflex 18, Will 19	Perception +12
Speed 6	
TRAITS	
Nimble Reaction	
The forest keeper gains a +2 bonus to AC against opportunity attacks.	
STANDARD ACTIONS	
⊕ Distracting Staff (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 3 damage, and one ally within 5 squares of the forest keeper can shift 1 square as a free action.	
⊗ Thorn Dart (poison) ◆ At-Will	
Attack: Ranged 10 (one creature); +11 vs. AC	
Hit: 2d10 + 3 poison damage, and the target gains vulnerable 5 poison until the start of the forest keeper's next turn.	
✦ Spirit Creepers (healing) ◆ Recharge ☼ ☼ ☼	
Attack: Area burst 2 within 10 (enemies in burst); +10 vs. Reflex	
Hit: 2d10 + 3 damage, and the target is restrained (save ends).	
Effect: Each ally within the burst regains 5 hit points.	
⚡ Constricting Creepers ◆ Encounter	
Attack: Close burst 3 (enemies in burst); +10 vs. Fortitude	
Hit: 3d6 + 4 damage, and the target falls prone.	
Skills Acrobatics +11, Nature +12, Stealth +11, Thievery +11	
Str 13 (+4)	Dex 17 (+6) Wis 19 (+7)
Con 16 (+6)	Int 12 (+4) Cha 13 (+4)
Alignment unaligned Languages Common	
Equipment hide armor, staff	

HALFLING FOREST KEEPERS IN COMBAT

Forest keepers prefer to remain at range. They open a battle with *thorn dart*, hoping to render a prominent enemy vulnerable to poison attacks from other halflings. They save *spirit creepers* for the second or third round of a fight, when multiple foes and wounded comrades have gathered in one place.

HALFLING HEADHUNTER

A halfling headhunter is a tribal champion who inspires its fellows through its grisly deeds. A headhunter acts with stealth and ruthless efficiency to dispatch the worst enemies that a halfling tribe might encounter.



Halfling Headhunter	Level 11 Skirmisher
Small natural humanoid	XP 600
HP 114; Bloodied 57	Initiative +12
AC 25, Fortitude 23, Reflex 24, Will 22	Perception +12
Speed 6	
TRAITS	
Nimble Reaction	
The headhunter gains a +2 bonus to AC against opportunity attacks.	
Combat Advantage	
The headhunter deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.	
STANDARD ACTIONS	
⊕ Kukri (poison, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d4 + 5 damage plus 2d8 poison damage.	
⊗ Javelin (poison, weapon) ◆ At-Will	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 2d6 + 3 damage plus 2d8 poison damage. The target is slowed until the end of the headhunter's next turn.	
⊕ Harrying Attack ◆ Recharge ☼ ☼ ☼	
Effect: The headhunter uses <i>dagger</i> , shifts 3 squares, and then uses <i>dagger</i> against a different target.	
Skills Acrobatics +15, Athletics +12, Stealth +15, Thievery +15	
Str 15 (+7)	Dex 21 (+10) Wis 14 (+7)
Con 18 (+9)	Int 12 (+6) Cha 17 (+8)
Alignment unaligned Languages Common	
Equipment leather armor, kukri, 3 javelins	

HALFLING HEADHUNTERS IN COMBAT

A headhunter skirts a fight, scouting a good opportunity to rush an enemy leader or ranged combatant. It isn't afraid to withdraw from a fight, provoking opportunity attacks if necessary, to reach a new hiding place and prepare another ambush.

HEJKIN

THE RAMPANT MISUSE OF ARCAN E POWER NOT ONLY altered Athas's environs, it also birthed numerous abominations. Among these monsters are the burrowing humanoid s called hejkins. Hejkins are cursed to see beyond the world into a heaving, squirming space filled with nightmares. They draw power from this place and from the twisted primal spirits of the blasted Athasian land.

These diminutive creatures might appear to be crazed monsters, but they have a rudimentary culture. They revere the earth and its dark spirits as terrifying and callous forces that nonetheless supply life. Their connection to the earth gives hejkins a hatred of creatures that misuse arcane magic or carve into the earth. They murder spellcasters and miners with glee, taking meat, supplies, and other spoils to their hidden abodes. No creature is safe from the cook fires of hejkins, even other hejkins. The creatures also covet treasure. As long as they don't have to scar the earth to acquire their spoils, they collect gems and gold.

LORE

Dungeoneering DC 15: Hejkins are deformed in both body and mind. They gibber and behave erratically, occasionally engaging in elaborate alien rites to unnameable spirits. They prefer to raid at night and return to their caverns during the day.

Hejkins make their homes in natural caverns, choosing those with an existing water supply. They do not shape earth or stone. The only marks the hejkins leave are strange, charged runes on cave walls. These runes hold power that can harm the unwary or drive the sane to madness.

Hunger or bloodlust draws hejkins from their caverns. Astronomical events, such as a comet's appearance in the sky, can drive hejkin tribes into a frenzy. During these times, they are found in nearly any kind of environment, murdering and plundering.

ENCOUNTERS

Hejkin tribes or patrols might be encountered in any subterranean setting. At times, they ally with beasts and wicked earth creatures, especially those that burrow. They have an affinity for insects and similar creatures, such as kruthiks and ankhegs. Fell taints and other aberrant creatures sometimes join hejkin tribes and are occasionally the subject of their worship.



HEJKIN SPARKER

Lightning discharges about the body of a hejkin sparker, granting a frenetic aspect to the monster's movements and ravings. The sparker surrounds itself with enemies, reveling in the shocking currents that arc among them.

Hejkin Sparker		Level 1 Soldier
Small aberrant humanoid		XP 100
HP 31; Bloodied 15		Initiative +4
AC 15, Fortitude 14, Reflex 13, Will 11		Perception -1
Speed 6 (earth walk), burrow 6		Darkvision
Resist 5 lightning		
TRAITS		
Arcing Defense		
The sparker gains a +2 bonus to AC and Will while adjacent to another hejkin.		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 5 damage, and the target is marked until the end of the hejkin's next turn.		
Miss: If the target is bloodied, it is marked until the end of the hejkin's next turn.		
⚡ Grounded Current (lightning) ♦ Recharge ☼ ☼ ☼		
Attack: Close burst 2 (enemies in burst); +2 vs. Fortitude		
Hit: 2d6 + 3 lightning damage, and the hejkin pulls the target 2 squares.		
TRIGGERED ACTIONS		
⚡ Telluric Arc (lightning) ♦ At-Will		
Trigger: An enemy marked by the hejkin moves away from it or makes an attack that does not include the hejkin as a target.		
Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst); +6 vs. Reflex		
Hit: 10 lightning damage.		
Str 16 (+3)	Dex 14 (+2)	Wis 8 (-1)
Con 15 (+2)	Int 9 (-1)	Cha 12 (+1)
Alignment evil		Languages Dwarven

HEJKIN CHANTER

The demented eyes of a hejkin chanter pulse in time to the creature's babbled songs. Although most of the words are unintelligible, a few chilling phrases sometimes break through the madness.

Hejkin Chanter		Level 2 Controller	
Small aberrant humanoid		XP 125	
HP 37; Bloodied 18		Initiative +3	
AC 16, Fortitude 13, Reflex 14, Will 15		Perception +0	
Speed 6 (earth walk), burrow 6		Darkvision	
Resist 5 lightning			
STANDARD ACTIONS			
⊕ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage, and the target is slowed until the end of the hejkin's next turn. A bloodied or slowed target is immobilized instead of slowed.			
← Earth's Voice (thunder) ♦ Recharge when first bloodied			
Attack: Close blast 5 (enemies in blast); +5 vs. Fortitude			
Hit: 2d6 + 3 thunder damage, and the hejkin pushes the target 3 squares and knocks it prone.			
← Static Song (lightning) ♦ Encounter			
Attack: Close burst 3 (enemies in burst); +5 vs. Fortitude			
Hit: 2d8 + 4 lightning damage, and the target is dazed (save ends).			
Miss: Half damage, and the target is dazed until the end of the hejkin's next turn.			
MINOR ACTIONS			
⊕ Twisted Earth (teleportation) ♦ Recharge ☼ ☼			
Attack: Melee 1 (one creature); +5 vs. Fortitude			
Hit: The hejkin swaps positions with the target or swaps the positions of the target and an ally within 5 squares of the hejkin.			
Str 10 (+1)	Dex 15 (+3)	Wis 8 (+0)	
Con 13 (+2)	Int 10 (+1)	Cha 17 (+4)	
Alignment evil		Languages Dwarven	

HEJKIN RAVER

These feral degenerates have no regard for personal safety. When blood flows nearby, they are drawn to it, heedless of any danger.

Hejkin Raver		Level 2 Brute	
Small aberrant humanoid		XP 125	
HP 45; Bloodied 22		Initiative +3	
AC 14, Fortitude 15, Reflex 14, Will 13		Perception -1	
Speed 6 (earth walk), burrow 6		Darkvision	
Resist 5 lightning			
STANDARD ACTIONS			
⊕ Claw (healing) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d10 + 4 damage, and if the target is bloodied, the hejkin regains 3 hit points.			
MINOR ACTIONS			
⊕ Blood Shakes ♦ At-Will (1/round)			
Attack: Melee 1 (one bloodied creature); +8 vs. Fortitude			
Hit: The target falls prone.			

TRIGGERED ACTIONS

⊕ **Blood Marker** ♦ At-Will

Trigger: An enemy adjacent to the hejkin is first bloodied.
Effect (Free Action): The hejkin uses *claw* against the triggering enemy.

Str 17 (+4)	Dex 14 (+3)	Wis 7 (-1)
Con 15 (+3)	Int 8 (+0)	Cha 12 (+2)
Alignment evil		Languages Dwarven

HEJKIN CHIEF

Hejkin chiefs are relentlessly dominating. They shriek incessant streams of orders in nearly incoherent Dwarven, to which their followers appear oblivious. Even so, combat against the hejkins reveals definite patterns to the tribe's actions as a result of the chief's exhortations.

Hejkin Chief		Level 3 Elite Brute (Leader)	
Small aberrant humanoid		XP 300	
HP 112; Bloodied 56		Initiative +2	
AC 15, Fortitude 16, Reflex 14, Will 15		Perception +0	
Speed 6 (earth walk), burrow 6		Darkvision	
Resist 5 lightning			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
⊕ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 7 damage, or 3d6 + 7 against a bloodied target.			
⊕ Double Attack ♦ At-Will			
Effect: The chief uses <i>claw</i> twice.			
⚡ Static Rumble (lightning) ♦ At-Will			
Attack: Area burst 1 within 10 (enemies in burst); +5 vs. Reflex			
Hit: 2d6 + 3 lightning damage, and the target falls prone.			
← Telluric Field (healing, lightning) ♦ Recharge ☼ ☼			
Attack: Close blast 3 (enemies in blast); +5 vs. Reflex			
Hit: 2d6 + 7 lightning damage, and if the target is bloodied, the chief or one of its allies in the blast regains 5 hit points.			
MINOR ACTIONS			
⊕ Earth Grasp ♦ At-Will (1/round)			
Attack: Melee 1 (one creature); +5 vs. Fortitude			
Hit: The chief pushes the target 2 squares, and the target is slowed and grants combat advantage until the end of the chief's next turn.			
Str 17 (+4)	Dex 12 (+2)	Wis 8 (+0)	
Con 16 (+4)	Int 10 (+1)	Cha 15 (+3)	
Alignment evil		Languages Dwarven	

HEJKINS IN COMBAT

Hejkins attack from ambush, rushing forward into melee as soon as possible. They take full advantage of their burrowing ability to surprise an enemy, to get a better attack position, or to keep from being pinned down.

HUMAN

HUMANITY'S COMMUNITIES AND CULTURES ARE AS diverse as they are widespread. Little unites human-kind except the need to survive and the dictates of the oppressors under whom they toil.

LORE

History DC 10: Although not the oldest humanoid on Athas, humans are the most widespread and numerous. Human cultures, traditions, and beliefs are as plentiful as their neighborhoods and villages. Their adaptability makes them some of the world's greatest survivors.

ENCOUNTERS

Humans are found in every region and on every side of a political, philosophical, or moral divide. Because of this variety of motives, humans ally with, and fight beside, any creature that has the capacity or temperament for coordinated action.

HUMAN SLAVE

Ubiquitous as sand and equally unremarkable, human slaves scurry through Athas's city-states. Their sweat, blood, and industry are the true foundations of palaces, temples, and monuments. Their backs are the stairs on which nobles, priests, and merchants tread toward greatness.

Human Slave		Level 1 Minion Brute	
Medium natural humanoid		XP 25	
HP 1; a missed attack never damages a minion.		Initiative +1	
AC 13, Fortitude 15, Reflex 13, Will 11		Perception +0	
Speed 6			
TRAITS			
Laborer's Resilience			
When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.			
Strength in Numbers			
The slave gains a +1 bonus to damage rolls for each ally adjacent to its target.			
STANDARD ACTIONS			
⊕ Club (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 5 damage. The slave deals 1 extra damage for each ally adjacent to the target of its attack.			
Str 16 (+3)	Dex 12 (+1)	Wis 10 (+0)	
Con 13 (+1)	Int 9 (-1)	Cha 7 (-2)	
Alignment unaligned		Languages Common	
Equipment club			

HUMAN SLAVES IN COMBAT

Slaves fight in self-defense, when forced to do so by their overseers, or on the rare occasions that they find something worth fighting for. They know no other method than to swarm a foe until it drops.

HUMAN WASTELAND RAIDER

The desert teems with predators—merciless, voracious creatures that kill for any or no reason. A wasteland raider might be human, but it is as much a beast as the monsters inhabiting the wastes.

Human Wasteland Raider		Level 2 Soldier	
Medium natural humanoid		XP 125	
HP 40; Bloodied 20		Initiative +5	
AC 18, Fortitude 16, Reflex 14, Will 13		Perception +2	
Speed 6			
STANDARD ACTIONS			
⊕ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d4 + 5 damage.			
⊕ Barbed Spear (weapon) ♦ At-Will			
Requirement: The raider must not have a creature grabbed.			
Attack: Melee 1 (one creature); +7 vs. AC. While the raider has a creature grabbed, it can use <i>barbed spear</i> against the grabbed creature only.			
⊕ Gutting Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature grabbed by the raider); +7 vs. AC			
Hit: 3d4 + 5 damage, and ongoing 5 damage (save ends).			
Skills Intimidate +5			
Str 18 (+5)	Dex 14 (+3)	Wis 12 (+2)	
Con 16 (+4)	Int 8 (+0)	Cha 9 (+0)	
Alignment unaligned		Languages Common	
Equipment hide armor, barbed spear, dagger			

HUMAN WASTELAND RAIDERS IN COMBAT

Raiders attack in numbers, fighting alongside others of their kind or other humanoid warriors. They skillfully pin foes with *barbed spear* and then stab the creatures to death with their daggers. They are bullies, quick to take advantage of seemingly weak opponents and just as quick to flee if significant resistance is offered.

HUMAN DUNE TRADER

Flanked by two meaty guards, the slick-talking human draws customers with claims of cheap prices and quality goods. Of course, it's a sure bet the trader is lying about either or both.

Human Dune Trader		Level 4 Controller (Leader)	
Medium natural humanoid		XP 175	
HP 55; Bloodied 27		Initiative +4	
AC 18, Fortitude 16, Reflex 16, Will 17		Perception +4	
Speed 6			
STANDARD ACTIONS			
⊕ Hatchet (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6 + 5 damage, and the target grants combat advantage until the end of its next turn.			
⚡ Furious Glare (fear) ♦ Encounter			
Requirement: The trader must be bloodied.			
Attack: Close blast 3 (enemies in blast); +8 vs. Will			
Hit: The target is immobilized and grants combat advantage (save ends both).			

MINOR ACTIONS

Goading Command ♦ **At-Will** (1/round)

Requirement: The trader must not be bloodied.

Effect: One ally within 6 squares of the trader can move its speed as a free action.

Skills Bluff +11, Diplomacy +11, Insight +9

Str 13 (+3) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 12 (+3) **Cha** 18 (+6)

Alignment unaligned **Languages** Common

Equipment leather armor, hatchet

HUMAN DUNE TRADERS IN COMBAT

In combat, dune traders shout orders to orchestrate their allies' tactics. They're not afraid of melee, but they'd rather inspire others to take risks for them.

HUMAN GLADIATOR NOVICE

Not all contenders in the arenas of Athas have gained renown. Only those that survive their initial fights can go on to become champions. Gladiator novices come and go, but a few have the strength, skill, and showmanship to distinguish themselves.

Human Gladiator Novice Level 4 Soldier

Medium natural humanoid XP 175

HP 55; **Bloodied** 27 **Initiative** +6

AC 20, **Fortitude** 18, **Reflex** 16, **Will** 15 **Perception** +1

Speed 6

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d8 + 3 damage, and the target is marked until the start of the novice's next turn.

⊖ **Hamstring Cut** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +7 vs. Reflex

Hit: 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).

TRIGGERED ACTIONS

⊖ **Stay Down!** ♦ **At-Will**

Trigger: An enemy adjacent to the novice stands up.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +9 vs. Reflex

Hit: The target falls prone.

Skills Acrobatics +8, Athletics +12

Str 20 (+7) **Dex** 15 (+4) **Wis** 9 (+1)

Con 15 (+5) **Int** 9 (+1) **Cha** 12 (+3)

Alignment unaligned **Languages** Common

Equipment carapace armor, short sword

HUMAN GLADIATOR NOVICES IN COMBAT

Gladiator novices understand that skill and cunning might keep you alive, but it's not what the crowd wants. The audience wants a spectacle, and thus, novices prefer dramatics over more tactical options.

HUMAN OVERSEER

Bereft of mercy, empathy, or anything but greed, these humans oversee the sale, transport, and daily lives of slaves. They might hate their "stock," or they might simply be apathetic to the suffering around them. Regardless, cruelty is the overseer's constant companion.

Human Overseer Level 9 Controller (Leader)

Medium natural humanoid XP 400

HP 96; **Bloodied** 48 **Initiative** +4

AC 24, **Fortitude** 21, **Reflex** 20, **Will** 23 **Perception** +12

Speed 6

TRAITS

⚙️ **Mental Mire** ♦ **Aura** 2

Any enemy that starts its turn within the aura is slowed until the start of its next turn.

STANDARD ACTIONS

⊕ **Obsidian Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d8 + 8 damage.

✂️ **Not So Fast** (psychic) ♦ **At-Will**

Attack: Ranged 5 (one creature); +13 vs. Will

Hit: 2d6 + 10 psychic damage, and the overseer pulls the target 3 squares.

⚡ **Do My Bidding** (charm) ♦ **Recharge** when first bloodied

Attack: Close burst 2 (one slowed creature in burst); +13 vs. Will

Hit: The target is dominated until the end of the overseer's next turn.

Skills Bluff +14, Diplomacy +14, Insight +12, Intimidate +14

Str 13 (+5) **Dex** 10 (+4) **Wis** 16 (+7)

Con 16 (+7) **Int** 15 (+6) **Cha** 20 (+9)

Alignment evil **Languages** Common

Equipment leather armor, obsidian longsword

HUMAN OVERSEERS IN COMBAT

Overseers use psionic talents to exert their authority over slaves and foes. Surrounded by bodyguards and servants, overseers manipulate enemies from safety, turning them against each other.

HUMAN SLAVEHUNTER

Slavehunters instigate misery on a broad scale. They roam the wilds and the streets, seeking victims to drag into a hellish life of servitude.

HUMAN SLAVEHUNTERS IN COMBAT

Slavehunters use their whips to prevent their opponents from escaping. They reserve *face smash* for foes that resist too vigorously and *swift pursuit* for opponents that stray too far.

Human Slavehunter		Level 10 Skirmisher
Medium natural humanoid		XP 500
HP 103; Bloodied 51		Initiative +12
AC 24, Fortitude 22, Reflex 23, Will 20		Perception +13
Speed 6		
STANDARD ACTIONS		
⊕ Mace (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 6 damage, and the slavehunter shifts 1 square.		
⊕ Obsidian-Toothed Whip (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +13 vs. Reflex		
Hit: 2d8 + 9 damage, and the slavehunter pulls the target 1 square and knocks it prone.		
MINOR ACTIONS		
Swift Pursuit ♦ Recharge when first bloodied		
Effect: The slavehunter shifts 3 squares.		
⊕ Cutting Lash (weapon) ♦ Encounter		
Attack: Melee 1 (one prone creature); +13 vs. Fortitude		
Hit: Ongoing 10 damage (save ends).		
Skills Athletics +15, Bluff +11, Intimidate +11		
Str 21 (+10)	Dex 20 (+10)	Wis 16 (+8)
Con 15 (+7)	Int 11 (+5)	Cha 13 (+6)
Alignment evil		Languages Common
Equipment chitin armor, mace, obsidian-toothed whip		

HUMAN TEMPLAR OF TYR

Tyr's sorcerer-king is dead, slain by common rabble. His chosen—the templars of Tyr—are cast adrift, no longer wielding power in the tyrant's name. They now rely on each other and their eldritch might to impose their will.

Human Templar of Tyr		Level 10 Controller
Medium natural humanoid		XP 500
HP 106; Bloodied 53		Initiative +7
AC 24, Fortitude 22, Reflex 22, Will 23		Perception +9
Speed 6		
STANDARD ACTIONS		
⊕ Eldritch Spear (force) ♦ At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 3d6 + 7 force damage, and the templar slides the target 1 square.		
⊕ Eldritch Bolt (force) ♦ At-Will		
Attack: Ranged 10 (one creature); +15 vs. AC		
Hit: 3d6 + 7 force damage, and the templar pushes the target 2 squares.		
⊕ Eldritch Cage (force) ♦ Recharge ☼ ☼		
Attack: Area burst 2 within 10 (creatures in burst); +14 vs. Reflex		
Hit: The target is restrained and takes ongoing 10 force damage (save ends both).		
Skills Insight +14, Intimidate +14, Religion +14		
Str 14 (+7)	Dex 15 (+7)	Wis 19 (+9)
Con 18 (+9)	Int 18 (+9)	Cha 21 (+10)
Alignment evil		Languages Common
Equipment token of office		

HUMAN TEMPLARS OF TYR IN COMBAT

Surrounded and protected by burlier allies, templars hurl blasts of pure force. They are not averse to catching lackeys or even fellow templars in their *eldritch cages*. Small sacrifices are preferable to letting the disrespectful or the rebellious go unpunished.

HUMAN DEFILER

Even on a world as cruel as Athas, only the most vile, selfish, or insane dare cross certain moral boundaries. Despoiling the already ravaged landscape is taboo in all societies. Still, the awesome power of magic is irresistible to certain humans unfettered by conscience. They assume the mantle of the defiler, embracing the condemnation that accompanies it.

Human Defiler		Level 14 Artillery
Medium natural humanoid		XP 1,000
HP 108; Bloodied 54		Initiative +9
AC 26, Fortitude 25, Reflex 27, Will 26		Perception +7
Speed 6		
TRAITS		
Defiling (necrotic)		
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.		
STANDARD ACTIONS		
⊕ Staff (necrotic, weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d8 + 5 damage plus 2d8 necrotic damage.		
⊕ Lightning Lance (implement, lightning) ♦ At-Will		
Attack: Ranged 20 (one creature); +19 vs. Fortitude		
Hit: 4d8 + 7 lightning damage.		
⊕ Lightning Serpent (implement, lightning, poison) ♦ Encounter		
Attack: Ranged 20 (one creature); +19 vs. Reflex		
Hit: 2d8 + 9 lightning damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).		
Miss: Half damage, and the target is slowed until the end of its next turn.		
MOVE ACTIONS		
Dimension Door (teleportation) ♦ Encounter		
Effect: The defiler teleports 10 squares.		
TRIGGERED ACTIONS		
Defiling Serpent (healing) ♦ Recharge when first bloodied		
Trigger: An enemy within 10 squares of the defiler spends a healing surge.		
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and <i>lightning serpent</i> recharges.		
Skills Arcana +19, Bluff +17		
Str 13 (+8)	Dex 15 (+9)	Wis 10 (+7)
Con 18 (+11)	Int 24 (+14)	Cha 20 (+12)
Alignment evil		Languages Common
Equipment staff, spellbook		

HUMAN DEFILERS IN COMBAT

Mindful to conceal their forbidden magic under other circumstances, defilers eagerly unleash their might in battle. They prefer to fight from a distance, but they are not averse to letting their foes come within range of their *defiling* trait and suffer its debilitating effect.

HUMAN MIND ADEPT

Shunning arms and armor—the usual tools of battle—adepts worm their way into the minds of their enemies. Alternately charming, disrupting, and stunning, these mind benders trick senses and hijack emotions. When truly angered, they grimly smother a victim's will and force their new puppet to commit atrocities.

Human Mind Adept **Level 15 Controller**Medium natural humanoid XP 1,200HP 145; Bloodied 72 Initiative +10AC 29, Fortitude 25, Reflex 27, Will 29 Perception +11

Speed 6

Saving Throws +5 against charm effects

TRAITS⚡ **Overwhelming Thoughts** (charm) ◆ Aura 2

Any enemy that ends its turn within the aura cannot make an attack that includes the adept as a target until the end of that enemy's next turn.

STANDARD ACTIONS⊕ **Mind-Wracking Touch** (psychic) ◆ At-WillAttack: Melee 1 (one creature); +19 vs. Will
Hit: 3d10 + 7 psychic damage, and the target grants combat advantage until the end of the adept's next turn.⚡ **Paralyzing Blast** (psychic) ◆ At-WillAttack: Close blast 5 (enemies in blast); +17 vs. Will
Hit: 2d10 + 7 psychic damage, and the target is immobilized until the end of the adept's next turn.⚡ **Will of the Master** (charm, psychic) ◆ Recharge if the power missesAttack: Ranged 10 (one creature); +19 vs. Will
Hit: The target is dominated (save ends). Until the dominated condition ends, each enemy within 2 squares of the target at the start of the target's turn takes 5 psychic damage and is immobilized until the start of the target's next turn.**TRIGGERED ACTIONS**⚡ **Mental Overload** (psychic) ◆ EncounterTrigger: The adept drops to 0 hit points.
Attack (Free Action): Close burst 1 (enemies in burst); +17 vs. Will
Hit: 3d10 + 6 psychic damage, and the target is stunned until the end of its next turn.

Skills Arcana +17, Insight +16

Str 13 (+8) Dex 16 (+10) Wis 19 (+11)Con 17 (+10) Int 20 (+12) Cha 25 (+14)Alignment unaligned Languages Common, telepathy 5

HUMAN

HUMAN MIND ADEPTS IN COMBAT

Mind adepts rarely enter combat without subservient allies. While their brutish flunkys engage foes, the adepts freeze opponents in place or disrupt their defenses. Once mind adepts have had the chance to observe which enemies are most dangerous and most susceptible, they dominate those foes, turning them against their allies.

HUMAN BLADE NOBLE

Noble garb, regal bearing, and a blithe attitude cannot hide the sinuous movements of a master duelist. These foppish aristocrats take pride in mastering combat techniques that date to the earliest civilizations. They are as quick to take offense as they are to draw their razor-sharp blades.

HUMAN BLADE NOBLES IN COMBAT

Blade nobles prefer the thick of combat, where they can choose from a variety of targets. They are arrogant and often fail to recognize a losing battle until it's too late to flee.

Human Blade Noble **Level 17 Controller**Medium natural humanoid XP 1,600HP 163; Bloodied 81 Initiative +15AC 31, Fortitude 29, Reflex 31, Will 28 Perception +13

Speed 6

TRAITS**Unpredictable Flank**

The noble has combat advantage against any enemy adjacent to one of the noble's allies.

STANDARD ACTIONS⊕ **Duelist's Blade** (weapon) ◆ At-WillAttack: Melee 1 (one creature); +22 vs. AC
Hit: 4d8 + 8 damage, and the noble slides the target 1 square.⚡ **Dance of Blades** (weapon) ◆ Recharge 1Attack: Close burst 2 (enemies in burst); +22 vs. AC
Hit: 4d8 + 8 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).
Miss: Half damage
Effect: The noble shifts 2 squares.**TRIGGERED ACTIONS****Whirling Parry** (weapon) ◆ EncounterTrigger: An ally within 2 squares of the noble is hit by a melee or a ranged attack.
Effect (Immediate Interrupt): The noble shifts 2 squares, ending the shift adjacent to the triggering ally. The noble then makes an attack with a +22 bonus to the attack roll. If the result is higher than the triggering attack roll, that attack misses.

Skills Acrobatics +20, Diplomacy +15, Insight +18

Str 21 (+13) Dex 24 (+15) Wis 20 (+13)Con 19 (+12) Int 15 (+10) Cha 15 (+10)Alignment unaligned Languages Common

Equipment leather armor, obsidian sword

ID FIEND

FEAR ON ATHAS is embodied in many tangible forms. Just as debilitating are the fears the mind conjures—the anticipation, the dread, and the worry. Unknown, perhaps unknowable, dangers lie in wait on all sides: Boulders conceal vicious predators, a gloomy cave harbors cruel slavehunters, and forest canopies shadow far more than shrubs. The id fiend revels in these doubts, using them against its prey, magnifying anxieties until the line between fantasy and reality is shattered.

LORE

Arcana DC 11: Instructors at the House of the Mind in Draj pay top coin for living id fiend specimens. They use a number of the fiend's organs and fluids in concoctions that awaken latent talent in their students. Most mixtures distilled by these seers and alchemists are of dubious purpose. Still, the id fiend's cranial fluid is a key component of *terror ichor* (*Adventurer's Vault*, page 194).

ENCOUNTERS

Despite its monstrous appearance, an id fiend is intelligent and not above associating with other creatures. Still, such alliances (if they truly are alliances) are short-lived. A fiend's mere presence is often enough to set the dimmest creature's nerves on edge.



When an id fiend is encountered with other creatures, they might be unwitting servants, seeing their fears manifested in the adventurers. If the party destroys the id fiend first, the other opponents might stand down, flee, or even befriend the heroes for a time.

Id Fiend		Level 1 Solo Controller
Large aberrant magical beast (reptile)		XP 500
HP 120; Bloodied 60		Initiative +0
AC 15, Fortitude 14, Reflex 12, Will 13		Perception +8
Speed 6		Darkvision
Immune fear; Resist 5 psychic		
Saving Throws +5; Action Points 2		
STANDARD ACTIONS		
⚔ Quick Slash ♦ At-Will		
Effect: Before the attack, the id fiend shifts 1 square.		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
⚔ Snapping Jaws ♦ At-Will		
Effect: Before the attack, the id fiend slides the target 1 square.		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6 + 5 damage.		
⚔ Double Attack ♦ At-Will		
Effect: The id fiend uses <i>quick slash</i> and <i>snapping jaws</i> .		
⚔ Manifest Fear (fear, illusion) ♦ Recharge ⚡ ⚡ ⚡		
Attack: Close burst 5 (enemies in burst); +4 vs. Will		
Hit: The target is dazed and slowed until the end of the id fiend's next turn.		
MINOR ACTIONS		
☞ Fearful Torment (psychic) ♦ At-Will (1/round)		
Attack: Ranged 10 (one or two dazed creatures); +4 vs. Will		
Hit: 1d6 + 5 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of its next turn.		
TRIGGERED ACTIONS		
⚔ Whipping Tail ♦ At-Will		
Trigger: An enemy moves without teleporting to a square within 2 squares of the id fiend.		
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +6 vs. AC		
Hit: 1d8 + 5 damage, and the target falls prone.		
Overwhelming Dread ♦ Encounter		
Trigger (Free Action): The id fiend first becomes bloodied.		
Effect: <i>Manifest fear</i> recharges, and the id fiend uses it.		
Skills Insight +8, Stealth +5		
Str 19 (+4)	Dex 10 (+0)	Wis 16 (+3)
Con 14 (+2)	Int 13 (+1)	Cha 10 (+1)
Alignment unaligned		Languages –

ID FIENDS IN COMBAT

Terrors come to life when an id fiend is near. Shadows darken and writhe, the ground crawls with vermin, and strange sounds echo all around. Against reason, a creature's deepest fears skulk nearby, lurking behind rocks or whispering from shadows. The id fiend magnifies the sensations until its prey can bear these fears no longer. Once gripped with terror, the id fiend's target comes to accept its doom.

BROAD AND LOW TO THE GROUND, an inix is a reptilian behemoth. Used widely as a beast of burden, the inix is capable of incredible feats of strength. It is tough, plodding, and slow to anger, but once roused, it is nearly unstoppable.

LORE

Nature DC 12: Inixes eat plant matter, carrion, and tiny animals. They prefer to use their claws to dig up food rather than to attack. Inixes are strong and tough but relatively docile. They become hard to handle only if hungry or thirsty.

Female inixes lay eggs once per year, and they can produce viable eggs without a male. As a result, wild inixes have spread to remote locations and remain plentiful as livestock.

ENCOUNTERS

Inixes travel in small, homogenous clutches of a few adults and juveniles. Domestication of the inix is widespread. Adult inixes make capable draft animals, and juveniles make good pets.

INIXES IN COMBAT

Although cantankerous if hungry, an inix attacks only if provoked. It uses its tail to knock a foe down and then darts forward to bite. If it can fight without harassment from other attackers, an adult inix is content to use its powerful jaws to grab a creature.

INIX JUVENILE

At roughly half the length of an adult inix, the juvenile is sleeker and faster. Its bite contains painful blood-poisoning agents that disappear as the beast matures.

Inix Juvenile	Level 4 Skirmisher	
Medium natural beast (reptile)	XP 175	
HP 57; Bloodied 28	Initiative +5	
AC 18, Fortitude 17, Reflex 15, Will 16	Perception +4	
Speed 8		
STANDARD ACTIONS		
⚔ Bite (poison) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 3 damage plus 5 poison damage.		
MINOR ACTIONS		
⚔ Tail Trip ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. Fortitude		
Hit: The inix shifts 1 square and knocks the target prone.		
Str 17 (+5)	Dex 13 (+3)	Wis 14 (+4)
Con 17 (+5)	Int 2 (-2)	Cha 6 (+0)
Alignment unaligned	Languages –	



INIX ADULT

An adult inix is 16 feet long from snout to tail tip, but its highest point is no taller than a human's shoulder. The beast's carapaced back is wide enough to carry a howdah, a canopied platform for one or more travelers.

Inix Adult	Level 9 Brute	
Large natural beast (mount, reptile)	XP 400	
HP 120; Bloodied 60	Initiative +5	
AC 21, Fortitude 23, Reflex 19, Will 21	Perception +7	
Speed 6		
STANDARD ACTIONS		
⚔ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC. While the inix has a creature grabbed, it can use <i>bite</i> against the grabbed creature only.		
Hit: 3d8 + 6 damage. If the target is prone, it takes 1d8 extra damage, is grabbed, and cannot stand up until the grab ends.		
⚔ Tail Slap ♦ Recharge [1/2]		
Attack: Close blast 2 (enemies in blast); +12 vs. Fortitude		
Hit: 3d6 + 6 damage, and the inix pushes the target 2 squares and knocks it prone.		
TRIGGERED ACTIONS		
⚔ Warding Tail (mount) ♦ At-Will		
Trigger: The inix has a friendly rider of 9th level or higher mounted on it, and the rider is hit by an opportunity attack provoked by a ranged or an area attack.		
Effect (Free Action): The inix uses <i>tail slap</i> in an area that includes the creature that made the triggering attack.		
Str 22 (+10)	Dex 13 (+5)	Wis 17 (+7)
Con 20 (+9)	Int 2 (+0)	Cha 6 (+2)
Alignment unaligned	Languages –	

JHAKAR

SMALL, SQUAT, AND PUGNACIOUS, a jhakar has keen senses and a vicious streak. These traits make jhakars exceptional guards and hunting beasts, though no training can ever make them safe to handle. They respect strength and pain, but also nurse grudges. If a master ever lets down his or her guard, a jhakar is quick to strike.

LORE

Nature DC 15: Jhakar loyalty lasts only as long as a master or pack leader can enforce it. Jhakars turn against their leader at any sign of weakness. They sometimes withdraw from pursuing or finishing prey to fight among themselves, vying for dominance.

ENCOUNTERS

Wild jhakars are social creatures that gather into small packs around a dominant pack leader. “Tamed” jhakars can be found serving arena masters, templars, and soldiers, leading the charge into battle. Owning and controlling a jhakar is considered a sign of strength.

JHAKAR TRACKER

The templar struggled with the jhakar’s rope leash as it pulled and tugged, intent on its prey. The pair entered a warehouse, and the slave’s scent grew stronger. The jhakar hissed and grew more frantic.

Jhakar Tracker		Level 1 Skirmisher
Small natural beast (reptile)		XP 100
HP 28; Bloodied 14	Initiative +3	
AC 15, Fortitude 14, Reflex 13, Will 13	Perception +6	
Speed 6	Low-light vision	
TRAITS		
Uncanny Senses		
The tracker’s attacks ignore concealment.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6 + 2 damage, or 3d6 + 4 against creatures granting combat advantage to the tracker.		
Effect: The tracker shifts 1 square.		
TRIGGERED ACTIONS		
† Opportunistic Chomp ♦ Encounter		
Trigger: An enemy ends its turn within 2 squares of the tracker.		
Effect: The tracker shifts 1 square before or after the attack.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +6 vs. AC		
Hit: 3d6 + 4 damage.		
Str 15 (+2)	Dex 12 (+1)	Wis 12 (+1)
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)
Alignment unaligned		Languages –



JHAKAR TRAPJAW

New Hope was once a prosperous settlement, but now it’s a ghost town. What happened, few can say, but travelers report hissing noises in the dark hours.

Jhakar Trapjaw		Level 3 Soldier
Small natural beast (reptile)		XP 150
HP 47; Bloodied 23	Initiative +5	
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +7	
Speed 6	Low-light vision	
TRAITS		
Uncanny Senses		
The trapjaw’s attacks ignore concealment.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Primary Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d4 + 5 damage, and the trapjaw grabs the target. The target grants combat advantage until the grab ends. The trapjaw makes a secondary attack against the target.		
Secondary Attack: Melee 1; +8 vs. Fortitude		
Hit: The target takes ongoing 5 damage until the grab ends.		
† Drag Down ♦ Recharge when first bloodied		
Attack: Melee 1 (one creature grabbed by the trapjaw); +8 vs. Fortitude		
Hit: 3d4 + 7 damage, and the target falls prone and cannot stand up until the grab ends.		
Str 17 (+4)	Dex 14 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages –

JHAKARS IN COMBAT

Jhakars bound across the battlefield, eager to sink their prodigious teeth into hot flesh. They dart in and deliver a nasty bite before dancing away. Jhakar packs, whether wild or domesticated, work together, with one beast drawing the prey’s attention long enough for the rest to leap in and make the kill.

OVERSIZED HIVE INSECTS, kanks viciously attack strangers. Patient trainers can domesticate these beasts to collect their tasty nectar or employ them as guard beasts. Kanks are also valued as hardy creatures that can survive in most Athasian environments.

LORE

Nature DC 12: Kanks are hive insects that can be tamed and trained. Spitters specialize in collecting organic forage and producing nectar that nourishes other kanks. Soldiers have vicious mandibles that help them defend the tribe.

Every kank hive has a brood queen. This lethargic creature does little besides produce kank eggs. A brood queen is unable to defend herself from attack, and she has little actual control over the hive. She relies on soldiers to defend her and spitters to produce food.

ENCOUNTERS

A hive of kanks is easy to domesticate—any creature that feeds the hive regularly can tame its kanks. Because kanks can consume any organic matter, they require minimal care. They consider creatures that feed them to be part of the hive.

KANK SPITTER

Consummate foragers, kank spitters are capable of turning any organic material into food. They process noxious substances separately from nutritious ones.

Kank Spitter		Level 2 Artillery
Small natural beast		XP 125
HP 30; Bloodied 15	Initiative +4	
AC 14, Fortitude 13, Reflex 15, Will 14	Perception +3	
Speed 8		
Resist 5 acid, 5 poison		
STANDARD ACTIONS		
⚔ Bite (acid) ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d4 + 1 damage plus 1d8 acid damage.		
☞ Kank Spit (acid) ♦ At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 1d4 + 1 damage, and the target is slowed and takes ongoing 5 acid damage (save ends both). If the target is already slowed, it is instead immobilized (save ends).		
Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages —

KANK SOLDIER

Bulky and aggressive, kank soldiers protect the hive and drive off predators. Properly trained, these beasts make fine war mounts.

Kank Soldier		Level 4 Soldier
Large natural beast (mount)		XP 175
HP 54; Bloodied 27	Initiative +7	
AC 20, Fortitude 17, Reflex 16, Will 14	Perception +8	
Speed 8		
Resist 5 acid, 5 poison		
TRAITS		
Grabbed Advantage (mount)		
A friendly rider of 4th level or higher mounted on the soldier has combat advantage against any creature grabbed by the soldier.		
STANDARD ACTIONS		
⚔ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC, or +11 against creatures grabbed by the soldier. While the soldier has a creature grabbed, it can use <i>bite</i> against the grabbed creature only.		
Hit: 2d4 damage, or 2d4 + 10 against creatures grabbed by the soldier. In addition, the soldier grabs the target.		
☞ Kank Venom (poison) ♦ Recharge ☞ ☞		
Attack: Melee 1 (one creature grabbed by the soldier); +9 vs. Fortitude		
Hit: The target is slowed and takes ongoing 10 poison damage (save ends both).		
First Failed Saving Throw: The target is immobilized (save ends).		
Str 18 (+6)	Dex 16 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 2 (-2)	Cha 6 (+0)
Alignment unaligned		Languages —

KANKS IN COMBAT

When a hive is threatened, kank soldiers confront the menace directly, charging into combat if necessary. They keep an orderly battle line, working in unison to defend weaker kanks.



KESTREKEL

THE HORRID CROAK OF A KESTREKEL is considered a harbinger of death, because these predators gather when a creature is about to die. Individually, a kestrekel is a nuisance. A flock of these birds can be an immediate and dire threat, though.

LORE

Nature DC 15: Kestrekels seek out the sick and injured, their dark eyes watching for any sign of weakness. As the prey is sapped, the beasts probe their coming meal by darting closer for quick bites. Travelers dogged by these carrion birds can lure them close by feigning injuries, but this trick rarely works on any but the most eager beasts.

ENCOUNTERS

Death lures kestrekels, but they are patient and always watchful. Kestrekels seldom attack healthy creatures, but might follow them, especially into areas where the land and climate are hard or where other predators or dangers might be present. As a traveler moves deeper into these territories, other kestrekels join the first few, until a dozen or more have gathered. Together, they emit their grating calls, waiting until their meal can no longer fend off attack.

KESTREKEL CARRION EATER

A carrion eater is a grim, unwelcome companion for desert travelers. Attracted by movement, this beast gazes at wanderers with glassy black eyes that glitter in the hot sun.

Kestrekel Carrion Eater	Level 1 Minion Skirmisher
Tiny natural beast	XP 25
HP 1; a missed attack never damages a minion.	Initiative +4
AC 16, Fortitude 12, Reflex 14, Will 13	Perception +6
Speed 2, fly 6	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 0 (one creature); +6 vs. AC	
Hit: 4 damage, or 5 against a bloodied target.	
⊕ Darting Rake ◆ At-Will	
Effect: The kestrekel shifts 3 squares and uses claw.	
Str 8 (-1)	Dex 15 (+2) Wis 12 (+1)
Con 11 (+0)	Int 1 (-5) Cha 6 (-2)
Alignment unaligned	Languages –

KESTREKEL BLOOD FLOCK

Wherever flesh rots and bloats, kestrekels flock. The more putrid meat and stinking blood, the more birds gather. Eventually, they cover a battlefield as thickly as flies.



Kestrekel Blood Flock	Level 2 Controller
Medium natural beast (swarm)	XP 125
HP 35; Bloodied 17	Initiative +4
AC 16, Fortitude 13, Reflex 16, Will 14	Perception +7
Speed 2, fly 6	
Resist half damage from melee and ranged attacks;	
Vulnerable 5 against close and area attacks	
TRAITS	
⚙ Swarm Attack ◆ Aura 1	
Any enemy that starts its turn within the aura takes 4 damage and is slowed until the start of its next turn.	
Swarm	
The flock can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or range attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
⊕ Scrabbling Claws ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage, or 2d6 + 5 against a bloodied target.	
⚡ Loathsome Feast (fear, psychic) ◆ Recharge when the flock bloodies an enemy	
Requirement: The flock must be adjacent to a bloodied enemy.	
Attack: Close burst 3 (enemies in burst); +5 vs. Will	
Hit: 2d6 + 4 psychic damage, and flock pushes the target a number of squares equal to the target's speed.	
Str 8 (+0)	Dex 16 (+4) Wis 13 (+2)
Con 11 (+1)	Int 2 (-3) Cha 6 (-1)
Alignment unaligned	Languages –

KESTREKELS IN COMBAT

A patient watcher, this scavenger follows its victim overhead or alights some distance away. Cowardly by nature, kestrekels don't become aggressive until they sense their prey is injured, sick, dehydrated, or dying. Any carnage drives the birds wild with hunger.

KIRRE

PAWING SILENTLY THROUGH EMERALD SHADOWS, the leonine kirre stalks its prey. Muscles ripple beneath striped fur as eight legs tread closer to an unsuspecting victim. The forest quiets, and the air grows still—waiting for the mighty predator to claim its meal.

A kirre is one of many breeds (others include the tigone and the reptilian lirr) believed to have evolved from antiquity's great cats. Kirres infest Athas's rare forests and jungles. Prides can be found in small numbers throughout the Crescent Forest or in the Forest Ridge, where they trouble halflings.

LORE

Nature DC 23: Kirres are no ordinary dumb beasts. They have a strange, feral cunning and patience, when not overly hungry. They are able to assess their opponents, identifying weapons, gear, and health. They adjust their tactics depending on the creature they hunt. They might make noises to unnerve their enemies and drive them into foolish actions. They could also be silent, keeping to the shadows until it is time to strike. They watch and wait or hit and run as circumstances allow, delaying their final assault until the heat and sun have taken their toll.

ENCOUNTERS

Kirres hunt in packs, stalking creatures for several hours, learning their prey's capacities, and wearing them down. They refuse to hunt with less intelligent allies, treating them as prey instead. The beasts sometimes accept humanoids as pack mates. They are found in the company of halflings most often, but wilderness goliath and gith tribes also regularly hunt with kirres.



ARNIE SWEFEL & MATT DIXON

Kirre	Level 13 Skirmisher	
Large natural magical beast	XP 800	
HP 131; Bloodied 65	Initiative +12	
AC 27, Fortitude 27, Reflex 25, Will 23	Perception +13	
Speed 8		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d8 + 6 damage.		
⊕ Claw ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d8 + 3 damage, and the target is slowed until the end of the kirre's next turn.		
⊕ Double Attack ◆ At-Will		
Effect: The kirre uses <i>claw</i> twice.		
⊕ Springing Pounce ◆ Recharge when first bloodied		
Effect: The kirre uses <i>bite</i> , shifts 4 squares, and then uses <i>bite</i> against a different target.		
⚡ Forceful Roar (force) ◆ Encounter		
Attack: Close blast 3 (creatures in burst); +16 vs. Fortitude		
Hit: 3d10 + 3 force damage, and the kirre pushes the target 2 squares and knocks it prone.		
MOVE ACTIONS		
⚡ Scattering Leap ◆ Encounter		
Effect: The kirre jumps 6 squares. This movement does not provoke opportunity attacks. It then pushes each enemy adjacent to it 2 squares and shifts 2 squares to a square adjacent to an enemy.		
TRIGGERED ACTIONS		
⊕ Barbed Tail ◆ At-Will		
Trigger: An enemy moves to a square where it flanks the kirre.		
Attack (Immediate Reaction): Melee 2 (triggering enemy); +18 vs. AC		
Hit: The target falls prone. In addition, it takes ongoing 10 damage (save ends).		
Skills Stealth +15		
Str 23 (+12)	Dex 19 (+10)	Wis 15 (+8)
Con 19 (+10)	Int 5 (+3)	Cha 10 (+6)
Alignment unaligned	Languages —	

KIRRE

KIRRES IN COMBAT

A kirre is a cautious hunter, watching and tracking its prey for miles before engaging. During the hunt, the kirre stays back, growling and chirping to rattle the quarry. As the kirre grows hungry and its prey grows fatigued, the beast draws closer. The kirre attacks only when the quarry is weakened or distracted, or when it appears the prey might escape. The kirre leaps at its prey, raking with its claws before springing away. When it closes for good, the beast viciously rips its victim apart.

MEGAPEDE

LARGE, PREDATORY CREATURES that have hundreds of legs, tough shells, and intrinsic psionic attributes roam the wastes of Athas. Called megapedes, these insectlike monsters live beneath the sands, burrowing swiftly and silently. They appear without warning to attack herd animals and other prey.



LORE

Nature DC 23: Most megapedes lair below the sands of Athas, where they lay eggs in cavernous nests. Some of these mammoth creatures occupy natural caves or tunnels. Many desert wanderers seeking shelter have inadvertently stumbled across megapede lairs; few live long enough to regret the mistake.

ENCOUNTERS

Megapedes are related to cilopses and occasionally share lairs with them. Because both creatures are highly aggressive, megapedes tolerate the presence of only one or two cilopses in a lair.

Megapede	Level 15 Elite Brute	
Huge natural beast	XP 2,400	
HP 368; Bloodied 184	Initiative +10	
AC 27, Fortitude 28, Reflex 25, Will 27	Perception +12	
Speed 8, burrow 6 (loose earth only), climb 8	Darkvision	
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⊕ Bite (poison) ◆ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d8 + 6 damage plus 2d8 poison damage.		
⚡ Legs of the Megapede ◆ At-Will		
Attack: Close burst 2 (enemies in burst); +20 vs. AC		
Hit: 4d8 + 6 damage.		
Effect: The megapede uses bite.		
⚡ Psionic Erosion (psionic) ◆ Encounter		
Attack: Close blast 5 (enemies in burst); +18 vs. Fortitude		
Hit: 4d6 + 6 psychic damage, and ongoing 10 psychic damage (save ends).		
Aftersave: Ongoing 5 psychic damage (save ends).		
Miss: Half damage.		
MINOR ACTIONS		
⊕ Lashing Body ◆ Recharge ☒ ☒		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d6 + 6 damage.		
✦ Psionic Detonation (force, psychic) ◆ Recharge if the power misses every target		
Attack: Area burst 1 within 5 (enemies in burst); +18 vs. Fortitude		
Hit: 4d8 + 6 psychic and force damage, and the megapede slides the target 3 squares.		
TRIGGERED ACTIONS		
⊕ Psionic Augmentation (psionic) ◆ Recharge when first bloodied		
Trigger: The megapede hits with bite or lashing body.		
Effect (Free Action): The megapede's triggering attack deals 3d6 extra psychic damage.		
Str 20 (+12)	Dex 17 (+10)	Wis 21 (+12)
Con 24 (+14)	Int 1 (+2)	Cha 15 (+9)
Alignment unaligned	Languages –	

MEGAPEDES IN COMBAT

A savage fighter, the megapede snaps with its clawed legs and poisonous mandibles. The beast activates its inherent psionic powers, catching foes off guard. A megapede is especially dangerous when its egg clutch is endangered.

WITH THEIR ARMORED BACKS, these enormous, temperamental drakes make valuable mounts and formidable enemies. Any mekillot rider knows that the line between mount and foe is a thin one. Only careful handling or psionic control keeps an angry or a hungry mekillot from turning on its trainer.

LORE

Nature DC 17: Wild mekillots roam the wastes in small herds, eating plants and animals and laying eggs near oases. The animals are tough, aggressive, and headstrong, but they can be domesticated if raised from birth. The demand for these beasts has resulted in humanoid collectors killing numerous feral mekillot adults and stealing their eggs. Defilers who serve sorcerer-kings perform intricate rituals on the eggs to create dreadful beasts of war.

ENCOUNTERS

Humanoids use mekillots as draft animals and war beasts. The largest mekillots carry numerous warriors or battle structures in times of war.



Mekillot	Level 10 Soldier	
Huge natural beast (mount, reptile)	XP 500	
HP 108; Bloodied 54	Initiative +8	
AC 26, Fortitude 25, Reflex 19, Will 23	Perception +9	
Speed 7		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 6 damage, or 2d10 + 10 against a target grabbed by the mekillot.		
⊕ Tongue Lash ◆ At-Will		
Attack: Melee 3 (one creature); +13 vs. Fortitude. While the mekillot has a creature grabbed, it can attack only with <i>bite</i> , which it must use against the grabbed creature.		
Hit: 4d6 + 5 damage, and the mekillot pulls the target 2 squares to a square adjacent to it. The mekillot then grabs the target. The mekillot can grab only one creature at a time.		
⊕ Checking Charge (mount) ◆ Encounter		
Requirement: The mekillot must be mounted by a friendly rider of 10th level or higher.		
Effect: The mekillot charges, and each time it moves through an enemy's space for the first time during the charge, it pushes that enemy 1 square and knocks it prone. At the end of the charge, the mekillot's rider can make a melee basic attack as a free action.		
Str 26 (+13)	Dex 12 (+6)	Wis 18 (+9)
Con 20 (+10)	Int 2 (+1)	Cha 4 (+2)
Alignment unaligned	Languages –	

Mekillot Dirk	Level 22 Elite Soldier	
Gargantuan natural beast (reptile)	XP 8,300	
HP 418; Bloodied 209	Initiative +16	
AC 38, Fortitude 36, Reflex 30, Will 34	Perception +18	
Speed 6		
Saving Throws +2; Action Points 1		
TRAITS		
Wide Body		
Creatures can enter and end their moves in the dirk's space.		
Threatening Reach		
The dirk can make opportunity attacks against enemies within 2 squares of it.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC. While the mekillot has a creature grabbed, it can use <i>bite</i> against the creature grabbed by it only.		
Hit: 4d8 + 12 damage, or 4d8 + 16 against a target grabbed by the dirk. In addition, the dirk grabs the target.		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one or two creatures); +27 vs. AC		
Hit: 4d4 + 20 damage, and the dirk pulls the target 1 square to a square adjacent to it. The target falls prone.		
⊕ Tongue Chomp ◆ At-Will		
Attack: Melee 4 (one creature); +25 vs. Fortitude		
Hit: 4d6 + 16 damage, and the dirk pulls the target 1 square to a square adjacent to it. The dirk then uses <i>bite</i> against the target.		
⊕ Trample ◆ Recharge ☼ ii		
Effect: The dirk shifts twice its speed and can enter enemies' spaces during the move. Each time the dirk enters an enemy's space for the first time during the move, it can use <i>claw</i> against that enemy.		
Str 30 (+21)	Dex 16 (+14)	Wis 24 (+18)
Con 25 (+18)	Int 2 (+7)	Cha 6 (+9)
Alignment unaligned	Languages –	

MEKILLOTS IN COMBAT

A mekillot charges into combat, slamming into or running over its enemies. It rarely gives up once it joins a battle. The mekillot's bloodlust even leads it to charge after fleeing enemies.

BRED BY SORCERER-KINGS, muls combine what many consider the best traits of dwarves and humans. They are hardy, strong, resourceful, and quick to anger. With extensive and rigorous training, they make ideal soldiers.

LORE

History DC 17: A mul's performance in combat is never in question. But even the best gladiators and slaves are intractable and difficult to control. Many kill or maim their handlers. Nobles tolerate obstinate mul slaves because they make excellent warriors and draw crowds to the arenas.

A powerful mul often takes command among slave gangs, substituting strength and ferocity for more traditional leadership skills. Many muls, unwilling to remain beneath the heel of another race, flee the cities to form savage desert tribes or stand as figureheads in resistances against the rule of the sorcerer-kings.

MUL GLADIATOR

The mul gladiator heaves his warhammer. The spinning weapon whistles through the air, its droning drowned by the roar of the crowd. The stop of the warhammer is punctuated with a sickening thud.

Mul Gladiator		Level 4 Elite Soldier
Medium natural humanoid		XP 350
HP 112; Bloodied 56	Initiative +6	
AC 20, Fortitude 18, Reflex 16, Will 14	Perception +2	
Speed 6	Saving Throws +2; Action Points 1	
STANDARD ACTIONS		
⊕ Warhammer (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d10 + 7 damage.		
↓ Double Sweep ♦ At-Will		
Effect: The gladiator uses warhammer twice. If both attacks hit the same target, the gladiator knocks the target prone.		
TRIGGERED ACTIONS		
↓ Pursuing Shove ♦ At-Will		
Trigger: An enemy adjacent to the gladiator stands up.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +7 vs. Fortitude		
Hit: The gladiator pushes the target 3 squares and shifts 3 squares to a square adjacent to the target.		
Incredible Toughness ♦ Encounter		
Trigger: The gladiator starts its turn.		
Effect (No Action): The gladiator ends one effect that includes ongoing damage and the dazed, the slowed, the stunned, or the weakened condition.		
Str 19 (+6)	Dex 14 (+4)	Wis 11 (+2)
Con 16 (+5)	Int 9 (+1)	Cha 7 (+0)
Alignment unaligned		Languages Common
Equipment warhammer		

MUL GLADIATORS IN COMBAT

Mul gladiators are rude, self-centered, and obstinate. They keep their conversations brief and resort to violence at the slightest excuse.

MUL CHAINFIGHTER

The slight is not egregious—a sharp word uttered carelessly, perhaps. Even so, the mul furrows its bald brow in anger and then looses its cahulaks.

MUL CHAINFIGHTERS IN COMBAT

Cahulaks are favored by mul mercenaries, enforcers, and bodyguards. Muls use these weapons to bring foes close before savagely constricting them.

Mul Chainfighter		Level 8 Brute
Medium natural humanoid		XP 350
HP 106; Bloodied 53	Initiative +6	
AC 20, Fortitude 21, Reflex 20, Will 19	Perception +6	
Speed 6		
STANDARD ACTIONS		
⊕ Cahulaks (weapon) ♦ At-Will		
Attack: Melee 2, or Melee 1 while the chainfighter has a creature grabbed; (one creature); +13 vs. AC		
Hit: 4d6 + 6 damage.		
↓ Ensnaring Tines (weapon) ♦ Encounter		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 4d6 + 6 damage, and the chainfighter pulls the target 1 square. If the target ends the pull adjacent to the chainfighter, the chainfighter grabs the target. The chainfighter can grab only one target at a time.		
TRIGGERED ACTIONS		
↓ Wicked Ensnarement (weapon) ♦ At-Will		
Trigger: An enemy adjacent to the chainfighter attempts to escape the chainfighter's grab and fails.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +11 vs. Fortitude		
Hit: 3d8 + 7 damage, and the target falls prone.		
Incredible Toughness ♦ Encounter		
Trigger: The chainfighter starts its turn.		
Effect (No Action): The chainfighter ends one effect that includes ongoing damage and the dazed, the slowed, the stunned, or the weakened condition.		
Str 20 (+9)	Dex 15 (+6)	Wis 14 (+6)
Con 16 (+7)	Int 10 (+4)	Cha 12 (+5)
Alignment unaligned		Languages Common
Equipment hide armor, cahulaks		

MUL SAVAGE

Scars mar the mul's sun-blasted flesh like cracks in the rock. The warrior seems a part of the desert—and just as unyielding.

MUL SAVAGES IN COMBAT

Mul savages are among the most brutal members of a race known for violence. They batter foes with their clubs, dealing fearsome damage while inspiring their allies.

Mul Savage	Level 9 Brute (Leader)
Medium natural humanoid	XP 400
HP 120; Bloodied 60	Initiative +7
AC 21, Fortitude 23, Reflex 21, Will 19	Perception +11
Speed 6	
TRAITS	
⚡ Furious Inspiration ◆ Aura 5	
When any ally within the aura is first bloodied, it can make a melee basic attack as a free action.	
STANDARD ACTIONS	
⊕ Bone-Studded Greatclub (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d6 + 7 damage, and the target falls prone.	
TRIGGERED ACTIONS	
⬅ Bloodied Fury (weapon) ◆ Encounter	
Trigger: The savage is first bloodied.	
Attack (Free Action): Close burst 1 (enemies in burst); +12 vs. Fortitude	
Hit: 4d6 + 7 damage, and the savage pushes the target 2 squares. The target falls prone.	
⚡ Incredible Toughness ◆ Encounter	
Trigger: The savage starts its turn.	
Effect (No Action): The savage ends one effect that includes ongoing damage and the dazed, the slowed, the stunned, or the weakened condition.	
Str 21 (+9)	Dex 16 (+7) Wis 15 (+6)
Con 20 (+9)	Int 9 (+3) Cha 11 (+4)
Alignment unaligned	Languages Common
Equipment chitin armor, bone-studded greatclub	

MUL CHAMPION

The champion holds its head high and points its chin forward. The warrior's oiled muscles and polished armor gleam beneath the sun. This mul is a symbol of hope to the oppressed and a beacon of defiance against the corrupt elite.



TYLER WALPOLE

Mul Champion	Level 17 Soldier
Medium natural humanoid	XP 1,600
HP 167; Bloodied 83	Initiative +15
AC 33, Fortitude 30, Reflex 29, Will 28	Perception +11
Speed 6	
STANDARD ACTIONS	
⊕ Cahulaks (weapon) ◆ At-Will	
Attack: Melee 2, or Melee 1 while the champion has a creature grabbed; (one creature); +22 vs. AC, or +21 against a target grabbed by the champion	
Hit: 4d8 + 7 damage.	
⊕ Snagging Tines (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d10 + 7 damage, and the champion grabs the target. The champion can grab only one creature at a time.	
⊕ Swinging Hook (weapon) ◆ Encounter	
Requirement: The champion must have a creature grabbed.	
Effect: The champion slides a creature grabbed by it 4 squares. This slide does not end the grab unless the creature ends the slide more than 2 squares away from the champion.	
Attack: Melee 2 (one creature grabbed by the champion and one creature adjacent to the grabbed creature); +20 vs. Reflex	
Hit: 4d10 + 6 damage, and the target falls prone.	
Miss: Half damage.	
MINOR ACTIONS	
⬅ Champion's Gaze ◆ At-Will (1/round)	
Effect: The champion marks each enemy in a close burst 2 until the end of the champion's next turn.	
TRIGGERED ACTIONS	
⊕ Wicked Parry (weapon) ◆ At-Will	
Trigger: An enemy marked by the champion makes a melee attack that does not include the champion as a target.	
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +24 vs. AC	
Hit: 15 damage, and the target takes a -2 penalty to attack rolls on the triggering attack.	
⚡ Incredible Toughness ◆ Encounter	
Trigger: The champion starts its turn.	
Effect (No Action): The champion ends one effect that includes ongoing damage and the dazed, the slowed, the stunned, or the weakened condition.	
Skills Athletics +20, Endurance +19, Intimidate +17	
Str 24 (+15)	Dex 21 (+13) Wis 16 (+11)
Con 23 (+14)	Int 12 (+9) Cha 19 (+12)
Alignment unaligned	Languages Common
Equipment hide armor, cahulaks	

MUL CHAMPIONS IN COMBAT

Mul champions hurl themselves into melee, inspiring others to take up arms against oppressors and enemies. These muls prefer to set themselves against other martial types, though they hold a particular hatred for spellcasters.

ENCOUNTERS

Muls mingle with other races, though humans and dwarves have little love for the creatures. Free muls become raiders, gang enforcers, or mercenaries, lending their superior strength and stamina to whatever force they join.

NIGHTMARE BEAST

SOME SAGES SAY NIGHTMARE BEASTS are vestiges of an age when war consumed the world and blood flowed in rivers. Other scholars speculate that the responsibility for these terrors rests at the feet of the sorcerer-kings. Whatever their true origins, no creature on Athas, other than the sorcerer-kings and the Dragon, elicits more fear than a nightmare beast.

LORE

Nature DC 31: Sages believe the nightmare beasts were called from the Gray and bound to Athas through powerful defiling magic. These horrors are a cancer on the world, their noxious presence poisoning land and contaminating water. Creatures indigenous to the haunts of a nightmare beast sicken and die, if they aren't devoured first. Killing one of these monsters does little to remove its stain. The hulking corpse rapidly rots into bubbling bile that renders the area uninhabitable.

Although little is known of the nightmare beast's life cycle, it is assumed that spawn are adolescent forms. How the beasts put aside their innate hatred long enough to mate is an open and disturbing question.

ENCOUNTERS

A nightmare beast does little to conceal its cavernous lair, for its mere presence is enough to cow the land and its inhabitants. Just as a defiler robs the soil of its nourishing properties, so does a nightmare beast despoil its habitat. A nightmare beast's lair lies at the center of a wasted realm, twisted by dark magic and poisoned by its malevolent presence. No other creature is willing or able to cooperate for any period of time with a fully manifested nightmare beast.

Nightmare beast spawn often hunt in packs. On occasion, a spawn joins a pack of whatever sort of predator it used to be. The spawn's former link to those creatures keeps its innate hatred in check, at least for a time.

NIGHTMARE BEAST

A maw of gladius-sized teeth splits a hulking form covered in armored scales. Tusks as sharp and numerous as the spears of a phalanx sprout from this opening. Surely nothing so nightmarish could be a living being—and yet it is. The nightmare beast is always ravenous, a mobile source of carnage. The more the beast's hunger is frustrated, the greater the frenzy of its attacks.

Nightmare Beast Level 25 Solo Controller

Huge shadow magical beast XP 35,000

HP 928; Bloodied 464 Initiative +18

AC 39, Fortitude 37, Reflex 35, Will 39 Perception +22

Speed 6 Darkvision

Saving Throws +5; Action Points 2

STANDARD ACTIONS

⊕ Claw ⊕ At-Will

Attack: Melee 3 (one creature); +30 vs. AC

Hit: 5d8 + 11 damage, and the nightmare beast slides the target 3 squares.

⊕ Tusks ⊕ At-Will

Attack: Melee 3 (one creature); +30 vs. AC

Hit: 5d10 + 6 damage, and the target falls prone.

⊕ Bite ⊕ At-Will

Requirement: The nightmare beast must not have a creature grabbed.

Attack: Melee 3 (one creature); +28 vs. AC

Hit: 3d12 + 14 damage, and the nightmare beast grabs the target.

⊕ Double Attack ⊕ At-Will

Effect: The nightmare beast makes two melee basic attacks.

⊕ Bloodied Fury ⊕ Recharge [2] [2] [1]

Requirement: The nightmare beast must be bloodied.

Effect: The nightmare beast moves its speed and uses *claw* twice, *tusks* once, and *bite* once, each at any point along the movement. It cannot use more than two attacks on the same target.

⚡ Black Lightning (lightning, necrotic) ⊕ Recharge [2] [2] [1]

Requirement: The nightmare beast must not be bloodied.

Attack: Close burst 5 (one or two creatures in burst); +28 vs. Reflex

Hit: Ongoing 30 lightning and necrotic damage (save ends). Each creature adjacent to the target takes 20 lightning and necrotic damage.

First Failed Saving Throw: The target falls unconscious (save ends).

MOVE ACTIONS

Dream Step (psychic, teleportation) ⊕ At-Will

Effect: The nightmare beast teleports 15 squares to a square adjacent to an unconscious creature it can see. Each unconscious creature adjacent to the beast after it teleports takes 15 psychic damage.

MINOR ACTIONS

⤴ Horrid Nightmares (fear, psychic) ⊕ At-Will

Attack: Ranged 10 (one unconscious creature); +28 vs. Will

Hit: 5d10 + 6 psychic damage, and the target cannot make saving throws until the end of its next turn.

TRIGGERED ACTIONS

⚡ Hideous Defiling (necrotic) ⊕ Encounter

Trigger: The nightmare beast misses a target using *black lightning*.

Attack (Free Action): Close burst 2 (living enemies in burst); +28 vs. Fortitude

Hit: 5d8 + 11 necrotic damage.

Effect: If this attack hits at least one creature, the nightmare beast can reroll the attack roll of the triggering attack.

Str 28 (+21) Dex 22 (+18) Wis 20 (+17)

Con 24 (+19) Int 10 (+12) Cha 25 (+19)

Alignment chaotic evil Languages Common

NIGHTMARE BEASTS IN COMBAT

Hatred consumes a nightmare beast—only through supreme willpower does it resist its brutish impulses. When possessed of its full faculties, the beast torments its enemies, sending them into nightmare-filled slumber. While its victim thrashes, the beast appears at its side where it can sample the horror firsthand.

If a nightmare beast becomes injured, all thought of toying with its enemies vanishes. Its barely contained monstrous nature surges to the fore. Roaring with rage, it rises up on its hind legs, savagely slashing, impaling, and destroying its enemies. The putrid essence of a nightmare beast taints everything around it when the beast dies. At the Dungeon Master's option, the area within 10 squares of a slain nightmare beast becomes defiled terrain (see page 134).

NIGHTMARE BEAST SPAWN

A foulness with a tusk-filled maw burrows through the sandy wastes. Its serpentine body is covered with thick scales and sprouts tiny nubs of vestigial limbs. Although smaller and less deadly than the adult version, a nightmare beast spawn is a fearsome foe.

Nightmare Beast Spawn Level 16 Elite Artillery
Large shadow magical beast XP 2,800

HP 244; Bloodied 122 Initiative +12
AC 28, Fortitude 29, Reflex 27, Will 28 Perception +13
Speed 8, burrow 4, climb 4 Darkvision
Saving Throws +2; Action Points 1

STANDARD ACTIONS

⊕ Tusks ◆ At-Will

Attack: Melee 2 (one creature); +21 vs. AC
Hit: 4d8 + 6 damage, and the spawn slides the target 2 squares.

↘ Black Lightning (lightning, necrotic) ◆ At-Will

Attack: Ranged 20 (one or two creatures); +21 vs. Reflex
Hit: 4d6 + 5 lightning and necrotic damage, and ongoing 5 necrotic damage (save ends).

First Failed Saving Throw: Ongoing 10 necrotic damage (save ends).

Second Failed Saving Throw: The target falls unconscious (save ends).

MINOR ACTIONS

↘ Horrid Nightmares (fear, psychic) ◆ Recharge [ii]

Attack: Ranged 10 (one unconscious creature); +21 vs. Will
Hit: 4d6 + 5 psychic damage, and the target cannot make saving throws until the end of its next turn.

TRIGGERED ACTIONS

↓ Barbed Tongue (necrotic) ◆ At-Will

Trigger: An enemy enters a square within the spawn's reach.
Attack (Immediate Reaction): Melee 3 (triggering enemy); +21 vs. Fortitude

Hit: 4d10 + 4 necrotic damage, and the target cannot regain hit points until the end of the spawn's next turn.

Str 24 (+15) Dex 18 (+12) Wis 20 (+13)
Con 20 (+13) Int 6 (+6) Cha 16 (+11)

Alignment chaotic evil Languages Common

NIGHTMARE BEAST SPAWN IN COMBAT

Unlike their "elders," spawn have neither the ability nor the inclination to control their destructive urges. They attack immediately, hoping to feast on both flesh and fear. They prefer to remain at a distance, but can be vicious melee combatants.

Like the grown beast, nightmare beast spawn taint the land when they die, rendering everything within 5 squares of a corpse defiled terrain.



SECRETS OF THE NIGHTMARE BEAST

Few if any people currently living on Athas know the truth about nightmare beasts. The commonly held theories of the beasts, their origins, and their life cycle are wrong.

Each nightmare beast was once another, more mundane predator of the wastelands. In rare instances, as an animal consumes prey within areas connected to the Gray or imbued with substantial defiling magic, the creature slowly begins to change. Energy courses through it, causing it to grow and to develop a limitless hatred for all living things. Once the tainted creature begins to seek and consume sentient beings, it mutates into a nightmare beast.

Nightmare beast spawn aren't progeny. They are a stage of mutation that some creatures reach before full metamorphosis is achieved.

This, of course, leads to other questions: Why do these creatures all mutate into the same form? Do other, related mutations haunt the farthest reaches of the wastes?

PSURLON

ABERRATIONS OF THE DEEP DESERT, psurlons are an unholy mix of extreme intelligence and a hideous, vaguely wormlike form. Powerful both in body and mind, psurlons sometimes take humanoid form to spy on nearby tribes and cities. Why psurlons gather such knowledge is unknown, though some scholars assert they intend to claim a dominion of their own one day.

LORE

Dungeoneering DC 25: Psurlons are an old race possessing deep lore. They are sometimes sought by masters of the Way, spellcasters, or historians to shed new light on old questions. Getting answers from a psurlon is fraught with danger, though—the exchange can end with the questioner's death if great care is not taken.

Psurlons are not native to Athas. They found their way through the Gray; some might still reside in the blasted graveyard of dead gods. They were drawn to Athas like moths to a flame, attracted by the high degree of psionic power regularly wielded by life forms on the planet.

Centuries ago, the psurlons had a world all their own. In an act of hubris, they attempted to unite the minds of their race into a single godmind. Disaster struck, and the resulting psychic backlash destroyed the psurlon home world. Only their minds survived, and they managed that only by taking shelter in the Astral Sea and by anchoring themselves in the bodies of mindless slugs.

Over thousands of worm generations, the psurlons modified their host forms until they reached their present aberrant embodiments. Although they might once have had forms similar to the humanoids of Athas, they have come to prefer their wormlike host forms.

ENCOUNTERS

In their lairs, psurlons keep a variety of indoctrinated or enslaved allies, including human defilers and beast giants. In an urban environment, they might be encountered as lone agents hiding in humanoid crowds or as influential power brokers deeply embedded in the local society.

PSURLONS IN COMBAT

Depending on its current goal or mission, a psurlon might retain its changed form and avoid battle. If combat is imminent, a psurlon burrows into the most

advantageous position, using close or melee attacks to position foes or inhibit their movement. A psurlon might gather humanoid minions under its influence to do its fighting. Warded by these cat's-paws, it dominates weak-willed opponents or focuses its damage on the least armored enemies.

PSURLON DUSTWORM

Form-shifting psurlon dustworms infiltrate walled city-states. They observe and record a great deal of activity, but are particularly interested in the comings and goings of sorcerer-kings.

Psurlon Dustworm	Level 17 Skirmisher
Medium aberrant magical beast	XP 1,600
HP 164; Bloodied 82	Initiative +14
AC 31, Fortitude 29, Reflex 27, Will 30	Perception +12
Speed 8, burrow 8	Tremorsense 10
Resist 5 psychic	
TRAITS	
⚙️ Psychic Deadpool ♦️ Aura 5 Enemies within the aura take a -2 penalty to saving throws against ongoing psychic damage.	
Armored Mind The dustworm makes saving throws against effects that dominate, including effects that don't normally end on a save, at both the start and the end of its turn.	
STANDARD ACTIONS	
⚔️ Claw (psychic) ♦️ At-Will Attack: Melee 1 (one creature); +22 vs. AC Hit: 4d8 + 2 damage, and ongoing 5 psychic damage (save ends).	
🗡️ Mindknife (psychic) ♦️ At-Will Attack: Ranged 5 (one creature); +20 vs. Will Hit: 3d8 + 4 psychic damage, and the target cannot make opportunity attacks until the end of the dustworm's next turn.	
⚡ Burrowing Attack ♦️ At-Will Effect: The dustworm burrows half its speed, uses <i>claw</i> , then burrows half its speed. This movement does not provoke opportunity attacks.	
MINOR ACTIONS	
🔄 Change Shape (polymorph) ♦️ At-Will Effect: The dustworm alters its physical form to appear as a Small or a Medium humanoid until it uses <i>change shape</i> again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, it must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
⚡ Psionic Augment (psychic) ♦️ Recharge when the dustworm takes psychic damage Trigger: The dustworm hits with <i>claw</i> or <i>mindknife</i> . Effect (Free Action): The triggering attack deals 2d6 extra psychic damage.	
Skills Stealth +17, Thievery +17	
Str 23 (+14)	Dex 19 (+12) Wis 18 (+12)
Con 20 (+13)	Int 15 (+10) Cha 25 (+15)
Alignment evil	Languages Common, Deep Speech, telepathy 10



PSURLON WARWORM

Warworms do not share the insidious malleability of their ilk. Unable to take humanoid form, they lie in wait beneath the earth, ready to answer a summons by any dustworm or mindworm whose disguise has been compromised.

Psurlon Warworm		Level 18 Elite Brute
Huge aberrant magical beast		XP 4,000
HP 424; Bloodied 212	Initiative +8	
AC 30, Fortitude 32, Reflex 28, Will 29	Perception +10	
Speed 6, burrow 6	Tremorsense 20	
Resist 15 psychic		
Saving Throws +2; Action Points 1		
TRAITS		
Armored Mind		
The warworm makes saving throws against effects that dominate, including effects that don't normally end on a save, at both the start and the end of its turn.		
STANDARD ACTIONS		
⊕ Bite (psychic) ◆ At-Will		
Attack: Melee 3 (one creature); +23 vs. AC		
Hit: 4d10 + 5 damage, and ongoing 5 psychic damage (save ends).		
⊕ Double Attack ◆ At-Will		
Effect: The warworm uses bite twice.		
◀ Mind Scream (psychic) ◆ Encounter		
Attack: Close burst 2 (enemies in burst); +21 vs. Fortitude		
Hit: 4d10 + 5 psychic damage, and the target is stunned until the end of the warworm's next turn.		
Miss: Half damage.		
Skills Stealth +17, Thievery +17		
Str 23 (+15)	Dex 8 (+8)	Wis 12 (+10)
Con 22 (+15)	Int 11 (+9)	Cha 13 (+10)
Alignment evil		Languages Deep Speech, telepathy 10

PSURLON MINDWORM

Masters of psyche and fate, mindworms see multiple futures at once. In its most limited use, this vision allows the psurlons to lower the defenses and cause more damage to enemies from whom it draws blood. The broader application of this capacity is more insidious. Mindworms sift among potential futures, determining when circumstances are right for the psurlons to advance another step toward their secret objective.

Psurlon Mindworm		Level 19 Controller
Medium aberrant magical beast		XP 2,400
HP 181; Bloodied 90	Initiative +13	
AC 33, Fortitude 30, Reflex 29, Will 31	Perception +15	
Speed 6, burrow 6	Tremorsense 10	
Resist 10 psychic		
TRAITS		
⚙ Whispering Meme ◆ Aura 5		
The mindworm slides any enemy that starts its turn within the aura 1 square.		
Armored Mind (charm)		
The mindworm makes saving throws against effects that dominate, including effects that don't normally end on a save, at both the start and the end of its turn. When it saves against such an effect, the creature that dominated the mindworm is dominated by it (save ends).		
STANDARD ACTIONS		
⊕ Psychic Claw (psychic) ◆ At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d8 + 9 damage plus 2d8 psychic damage, and the target takes a -2 penalty to AC until the end of the mindworm's next turn.		
◀ Referred Pain (psychic) ◆ At-Will		
Attack: Close burst 2 (enemies in burst); +23 vs. Reflex		
Hit: 4d8 + 9 psychic damage, and the target is slowed until the end of the mindworm's next turn.		
➤ Ego Control (charm, psychic) ◆ Recharge ☒ ☒		
Attack: Ranged 5 (one creature); +23 vs. Reflex		
Hit: 6d10 + 8 psychic damage, and the target is dominated (save ends).		
MINOR ACTIONS		
Change Shape (polymorph) ◆ At-Will		
Effect: The mindworm alters its physical form to appear as a Small or a Medium humanoid until it uses <i>change shape</i> again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, it must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.		
TRIGGERED ACTIONS		
Psonic Augment (psychic) ◆ Encounter		
Trigger: The mindworm hits with <i>psychic claw</i> .		
Effect (Free Action): The triggering attack deals 2d8 extra psychic damage.		
Skills Stealth +17, Thievery +17		
Str 20 (+14)	Dex 18 (+13)	Wis 22 (+15)
Con 21 (+14)	Int 14 (+11)	Cha 16 (+12)
Alignment evil		Languages Common, Deep Speech, telepathy 10

RAMPAGER

THE NIGHT EXPLODES WITH VIOLENCE. Buildings erupt, showering the area with rubble before dissolving into a stinking paste. A roar overwhelms the myriad screams of fright, and a lumbering monstrosity smashes through the ruins. Its nostrils flare, its black eyes roll, and its savagery is evident from the still-twitching limbs spilling from its jaws. The rampager is destruction incarnate.

LORE

History DC 27: Structures in various states of ruin litter the wastelands, leftovers of war, natural disaster, or neglect. Where the destruction is absolute, where only foundations remain, those ruins mark the path of a rampager.

This beast was called so-ut in ages past, but that obscure name does little to explain the creature's destructive nature. It spares no living thing that gets in its way, but such killing does not sate its wrath. A rampager is committed to demolishing any and every artifact it encounters. The beast has a particular hatred for metal objects. Any humanoids wielding such treasures grab the monster's attention first.

ENCOUNTERS

The rampager is a tormented creature. It is driven to terrible violence by vengeful primal spirits twisted to madness during Athas's ruination. Creatures

unfortunate enough to encounter a rampager might spot flitting spirits of fire, sand, stone, or wind assailing the beast, filling it with uncontrollable rage. The spirits cannot be attacked during the encounter, but further chaos might be averted if a way can be found to placate them through offerings or restitution.

Rampager		Level 21 Solo Brute
Large elemental beast		XP 16,000
HP 800; Bloodied 400		Initiative +16
AC 35, Fortitude 35, Reflex 33, Will 32		Perception +20
Speed 7		Darkvision
Saving Throws +5; Action Points 2		
TRAITS		
⚙️ Entropic Presence ◆ Aura 2		
Creatures and objects within the aura do not gain the benefit of immunities and resistances.		
Destruction's Storm		
While the rampager is bloodied, its melee attacks deal 2d6 extra damage.		
Soul of Destruction		
The rampager's melee attacks deal 4d6 extra damage against constructs, objects, and structures.		
STANDARD ACTIONS		
⚔️ Claw (acid) ◆ At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 4d10 + 7 damage plus 2d6 acid damage, or 3d10 + 47 damage plus 12 acid damage on a critical hit. In addition, the target takes a -1 penalty to AC until the end of the encounter. This penalty is cumulative to a limit of -5.		
⚔️ Bite (poison) ◆ At-Will		
Primary Attack: Melee 2 (one creature); +24 vs. Reflex		
Hit: 3d6 + 5 damage, and the rampager makes a secondary attack against the target.		
Secondary Attack: Melee 2; +24 vs. Fortitude		
Hit: The target is weakened and takes ongoing 30 poison damage (save ends both).		
⚔️ Destructive Rampage ◆ At-Will		
Effect: The rampager uses <i>claw</i> three times and <i>bite</i> once in any order. It cannot use more than two attacks on the same target. The rampager can shift 2 squares after each attack.		
TRIGGERED ACTIONS		
Mauling Outburst ◆ At-Will		
Trigger: The rampager is first bloodied or it drops to 0 hit points.		
Effect (Free Action): The rampager uses <i>destructive rampage</i> .		
Str 26 (+18)	Dex 23 (+16)	Wis 20 (+15)
Con 24 (+17)	Int 2 (+6)	Cha 6 (+8)
Alignment unaligned		Languages –



RAMPAGERS IN COMBAT

The rampager's only motivation is to reduce big things into their smallest components. Hatred for civilization drives it from the wilderness to destroy everything in its path. It cannot abide metal's stench and focuses its attacks on enemies wielding metal weapons or wearing metal armor. Once it dispatches these foes, it turns back to structures and rips through walls and buildings until nothing remains. It stops only when it is dead or no artificial object remains intact.

SAND BRIDE

HORRIFYING CREATURES said to come from the Lands Within the Wind, sand brides are twisted creatures once strongly tied to arcane magic but now corrupted by the defilement of Athas. Sand brides were once vibrant and benevolent fey creatures, but the exile from their slowly disintegrating homeland has driven them to madness.

LORE

Nature DC 21: Unexpected oases, out-of-place emporiums, and sheltering ruins grant timely respite, but should also sound warnings to the desert traveler. On Athas, favorable environs are as rare as rain. Sand brides create elaborate mirages that appear to be such comforting sites, to which they lure the unwary before killing them. Sand brides claim a section of the wastes, where they hollow out chambers deep in the sand for their treasures.

ENCOUNTERS

Sand brides despise intelligent creatures, blaming them for their wretched state. Still, they are masters at controlling their hatred long enough to lure their prey. Among their own kind, they are social creatures. One or more of these fey wander an area around their lair, searching for enemies. They target individuals or groups that are clearly short on water and suffering the desert's worst effects. If the sand brides think they can't take on a large party, one among their number might follow for a time to lure any stragglers back to the lair.

SAND BRIDES IN COMBAT

A sand bride fashions lures for its victims, seducing travelers, wanderers, and the lost with the promise of water or the soothing shade of an unexpected oasis. Once the prey comes close, the sand bride appears as a beautiful, inviting being, the embodiment of desire and comfort. If the creature responds to the sand bride's call, the monster attacks. The twisted fey drains its prey's life force and leaves behind a withered husk.

Sand Bride	Level 10 Elite Controller
Medium fey humanoid	XP 1,000
HP 200; Bloodied 100	Initiative +8
AC 24, Fortitude 20, Reflex 22, Will 24	Perception +14
Speed 8, burrow 6	Darkvision
Immune disease, poison	
Saving Throws +2 (+4 against immobilized, restrained, and slowed); Action Points 1	
TRAITS	
Sandform Body	The sand bride ignores difficult terrain.
STANDARD ACTIONS	
⊕ Dehydrating Touch (necrotic) ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to all defenses until the end of the sand bride's next turn.	
⊕ Sand Blast ◆ At-Will	
Attack: Melee 4 (one creature); +13 vs. Reflex	
Hit: 1d10 + 9 damage, and the sand bride pushes the target 4 squares.	
⊕ Double Attack ◆ At-Will	
Effect: The sand bride makes two melee basic attacks.	
⊕ Sand Drown ◆ Recharge [2] [1]	
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. Reflex	
Hit: 3d10 + 10 damage, and the target is restrained (save ends).	
Insidious Mirage (illusion, zone) ◆ Encounter	
Effect: The sand bride creates a zone in an area burst 4 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain for enemies. When an enemy ends its turn within the zone, the sand bride can slide it 2 squares as a free action. The sand bride can move the zone 4 squares as a minor action.	
MINOR ACTIONS	
Deceptive Veil (illusion) ◆ At-Will	
Effect: The sand bride can disguise itself to appear as any Medium humanoid, usually a female of any race. The sand bride retains its statistics in its new form. Its clothing, armor, and other possessions do not change. A successful Insight check (opposed by the sand bride's Bluff check) pierces the disguise.	
Skills Bluff +15, Insight +14, Stealth +13	
Str 11 (+5)	Dex 17 (+8) Wis 18 (+9)
Con 12 (+6)	Int 10 (+5) Cha 20 (+10)
Alignment chaotic evil	Languages Common, Elven



SILK WYRM

SHIMMERING HEAT MIRAGES are not all that rise from the surface of the desert. At times, particularly at dusk, dreaded silk wyrms take to the air, slithering swiftly and silently through the darkening skies. With their keen eyesight, these beasts spy out prey. Appearing out of nowhere, like shadows becoming solid, the serpents dive down and strike.

LORE

Nature DC 17: Silk wyrms are snakelike monsters armored in chitinous shells. Their psionic abilities allow them to fly telekinetically, to cloak their bodies in shadow, and to mesmerize their victims. Their bite injects potent and quick-acting paralytic venom.

Silk wyrms are sly, persistent predators that shadow potential meals for hours or even days. They are fond of slipping into camps at night to paralyze sleeping victims. They're cunning enough to make a show of flying off in disinterest if spotted at a distance, lulling potential prey into a false sense of security.

Once silk wyrms have completely incapacitated their prey, they feed until the creature is dead. If the silk wyrms debilitate multiple foes at once, they might drag some, still living, back to their lairs. There, they coat the helpless enemies in silk strands to prevent escape. Bound creatures can look forward to several days of slow feeding, until the silk wyrms kill them or they die of thirst.

ENCOUNTERS

Silk wyrms have humanlike cunning, but do not speak. They regard other creatures as threats or prey—not as potential allies. Adult silk wyrms are lone hunters, but as they grow older, they put aside their instinctive aversion to competing predators. Sometimes they follow bands of raiders such as gith or gnolls, or desert predators such as jhakars or tembos, feeding on any wounded or dying creatures left behind. By offering easy meals, capable psions such as psurlons and braxats can sometimes convince silk wyrms to serve as trackers, spies, or guards.

SILK WYRM HATCHLING

These lesser silk wyrms range the wastes in search of food. Once they find prey, they sound a chirping noise that draws their pack mates.



Silk Wurm Hatchling Level 3 Minion Skirmisher

Medium natural magical beast (reptile) XP 38

HP 1; a missed attack never damages a minion. Initiative +7
AC 17, Fortitude 15, Reflex 17, Will 14 Perception +3
Speed 6, fly 6 (clumsy) Low-light vision

TRAITS

Blood Scent
The hatchling's attacks against bloodied creatures ignore concealment.

STANDARD ACTIONS

⚔ **Bite (poison)** ⚡ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 5 poison damage, and the target is slowed until the end of the hatchling's next turn.

TRIGGERED ACTIONS

⚔ **Silk Strands (acid)** ⚡ **Encounter**
Trigger: The hatchling drops to 0 hit points.
Attack (Immediate Interrupt): Melee 2 (one creature); +6 vs. Reflex
Hit: 3 acid damage, and the target is restrained (save ends).

Str 14 (+3) Dex 18 (+5) Wis 14 (+3)
Con 11 (+1) Int 3 (-3) Cha 7 (-1)

Alignment unaligned Languages —

SILK WYRM HATCHLINGS IN COMBAT

Silk wurm hatchlings are mindless animals, swarming their foes and biting savagely. They lack the intelligence to recognize when a battle has turned against them.

SILT HORROR

BENEATH THE CHURNING DUST of the Sea of Silt lurk the ruins of lost civilizations and the relics of distant ages. The creatures that dwelled in these forgotten cities are gone, their bones now dust and ash. Yet these ruins are not as empty as many would believe. Strange creatures swim in the sea's depths, tentacled horrors whose appetites for flesh are matched only by their enormous, grotesque forms.

LORE

Nature DC 22: The most common silt horrors are the ones lurking closest to shore; these are characterized by their pale white tentacles. Explorers who venture out into the Sea of Silt sometimes bring reports of larger, more dangerous breeds. Such stories include forests of brown or gray tentacles, horrors so large they dwarf the city-states, and other tales where the winds and silt turned against the traveler, closing off retreat and funneling victims back into the tentacles' reach.

ENCOUNTERS

Anyone who braves the Sea of Silt risks an encounter with these creatures. Silt horrors react to disturbances in the dust and creep along under the sand, undetected until they can strike. Giants often fall prey to silt horrors, as do passing ships and other vessels. While a flying creature can usually pass overhead without attracting a silt horror, any creatures that fly too close to the dust might invite an attack.

SILT HORRORS IN COMBAT

The silt horror is one of the few creatures able to endure the shifting silt currents and it, perhaps alone, burrows through the deep silt in search of prey. A silt horror sometimes comes close to the shores, where it nestles on the floor to await a passing traveler or ship. A silt horror can detect disturbances in the silt at up to three miles away, and so it may drift across the bottom to seek out its prey.

Once it comes into range, the silt horror sends its tentacles up through the grit to snatch its meal. Its fleshy appendages coil around its victims, crushing them in its tight grip and dragging them into the dust to rip to pieces with its cavernous maw. The silt horror rarely surfaces since its tentacles are long enough to catch even flying creatures.

Silt Horror

Huge aberrant beast (blind)

Level 12 Solo Lurker

XP 3,500

HP 496; Bloodied 248

Initiative +14

AC 26, Fortitude 24, Reflex 23 Will 21

Perception +9

Speed 2, burrow 6 (loose earth only)

Blind, tremorsense 20

Immune blinded, gaze

Saving Throws +5; Action Points 2

TRAITS

Regenerating Tentacles

Whenever the silt horror starts with fewer than four tentacles within 20 squares of it, a number of tentacles appear so that the number of tentacles within 20 squares of it equals four. These tentacles appear in unoccupied squares aboveground (even if the silt horror is underground), and the silt horror chooses what kind of tentacles appear: constricting tentacle, raking tentacle, or sweeping tentacle. The tentacles roll initiative when they appear, acting on their own turns.

STANDARD

⊕ Bite ⊕ At-Will

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 2d10 + 9 damage.

⊕ Chomping Maw ⊕ Recharge when the silt horror starts its turn completely underground

Attack: Melee 1 (one or two creatures grabbed by a tentacle); +17 vs. AC

Hit: 4d12 + 8 damage.

Miss: Half damage.

MOVE

Submerge ⊕ Recharge when the silt horror starts its turn on the surface

Effect: The silt horror burrows its burrow speed to a space that is completely underground. This movement does not provoke opportunity attacks.

TRIGGERED

⊕ Fling Away ⊕ At-Will

Trigger: An enemy reduces a tentacle to 0 hit points with a melee attack.

Effect: (Immediate Interrupt): The triggering tentacle can make a melee basic attack against the triggering enemy as a free action. If the attack hits, the tentacle deals 10 extra damage and pushes the target 5 squares instead of grabbing it.

Skills Stealth +15

Str 22 (+12)

Dex 18 (+10)

Wis 16 (+9)

Con 20 (+11)

Int 2 (+2)

Cha 12 (+7)

Alignment unaligned

Languages –

TENTACLES AS CREATURES

Although the silt horror's tentacles are broken out as separate creatures, remember that they are part of a single monster. This fact should inform the tentacles' tactics. On the other hand, you can also use the silt horror tentacles in an encounter without using the silt horror. Perhaps the characters are under attack from another monster or are dealing with a hazard. The silt horror, seeking to take advantage of this distraction, might remain beneath the silt, attacking with tentacles while waiting to assess the power of its prey.

One option you can use to make a fight against a silt horror a challenge is to add extra tentacles. If the characters don't seem threatened by four tentacles, add one or two extras while the silt horror is bloodied or have the silt horror's *regenerating tentacles* trait produce five tentacles instead of four.

SILT HORROR TENTACLE

The silt horror boasts an array of dangerous, regenerating tentacles that burst up through the surface to strike out at enemies. Each of a silt horror's tentacles is long, allowing the silt horror to attack foes across the battlefield. A silt horror's tentacles have evolved to become sensory organs because of the extensive time the creature spends underground. Thus, the tentacles allow the silt horror to know what is going on near its tentacles even while it is submerged.

Constricting Tentacle Level 12 Minion Soldier

Medium aberrant beast (blind) XP 175, or 0 if encountered with a silt horror

HP 1; a missed attack never damages a minion. Initiative +12
 AC 28, Fortitude 25, Reflex 23 Will 23 Perception +9
 Speed 6, burrow 6 Blind, tremorsense 20
 Immune blinded, gaze, teleportation

TRAITS

Attached

The constricting tentacle can be no more than 20 squares away from a silt horror.

Unhindered

When the constricting tentacle moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the tentacle does not provoke an opportunity attack from the grabbed creature.

STANDARD

⊕ Seize ♦ At-Will

Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 10 damage, and the tentacle grabs the target.

⊕ Constricting Grab ♦ At-Will

Attack: Melee 1 (one creature grabbed by the tentacle); +15 vs. Fortitude
 Hit: 10 damage, and the target is dazed until the end of the tentacle's next turn.

Str 22 (+12) Dex 18 (+10) Wis 16 (+9)

Con 20 (+11) Int 2 (+2) Cha 12 (+7)

Alignment unaligned Languages –

Raking Tentacle Level 12 Minion Skirmisher

Medium aberrant beast (blind) XP 175, or 0 if encountered with a silt horror

HP 1; a missed attack never damages a minion. Initiative +12
 AC 26, Fortitude 25, Reflex 23 Will 23 Perception +9
 Speed 6, burrow 6 Blind, tremorsense 20
 Immune blinded, gaze, teleportation

TRAITS

Attached

The raking tentacle can be no more than 20 squares away from a silt horror.

Unhindered

When the raking tentacle moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the tentacle does not provoke an opportunity attack from the grabbed creature.

STANDARD

⊕ Seize ♦ At-Will

Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 10 damage, and the tentacle grabs the target.

⊕ Sweeping Grab ♦ At-Will

Attack: Melee 1 (one creature grabbed by the tentacle); +15 vs. Fortitude
 Hit: 10 damage, and tentacle slides the target 3 squares to a square adjacent to the tentacle.

Str 22 (+12) Dex 18 (+10) Wis 16 (+9)

Con 20 (+11) Int 2 (+2) Cha 12 (+7)

Alignment unaligned Languages –

Sweeping Tentacle Level 12 Minion Brute

Medium aberrant beast (blind) XP 175, or 0 if encountered with a silt horror

HP 1; a missed attack never damages a minion. Initiative +12
 AC 24, Fortitude 25, Reflex 23 Will 23 Perception +9
 Speed 6, burrow 6 Blind, tremorsense 20
 Immune blinded, gaze, teleportation

TRAITS

Unhindered

When the sweeping tentacle moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the tentacle does not provoke an opportunity attack from the grabbed creature.

STANDARD

⊕ Seize ♦ At-Will

Attack: Melee 1 (one creature); +17 vs. AC
 Hit: 13 damage, and the tentacle grabs the target.

⊕ Suffocating Grab ♦ At-Will

Attack: Melee 1 (one creature grabbed by the tentacle); +15 vs. Fortitude
 Hit: 13 damage, and the target falls prone.

Str 22 (+12) Dex 18 (+10) Wis 16 (+9)

Con 20 (+11) Int 2 (+2) Cha 12 (+7)

Alignment unaligned Languages –



SILT RUNNER

THE DIMINUTIVE SILT RUNNER proves that even the smallest of Athas's creatures are disproportionately deadly. Distantly related to ssurrans (Athas's lizard-folk), silt runners combine greed with cold-blooded ruthlessness. Their xenophobic hatred of other races is renowned. Survivors of attacks by silt runners describe how their companions were swarmed over and gradually lacerated to death by numerous tiny, razor-edged blades—a particularly unpleasant way to perish.

LORE

History or Nature DC 15: Silt runners live in tribal warrens, temporary camps spread between dunes and connected by tunnels. They use these bases as staging areas for raiding small communities or slow-moving caravans. As their name implies, silt runners move easily across loose sand and silt, preferring to hunt where the terrain works to their advantage.

Silt runners wear the clothes, treasures, and body parts of their victims as trophies. The rest of their prey is consumed.

For reasons lost to history—perhaps nothing more than a quirk of biology—these humanoids harbor a particular hatred for fey. They have been known to break off attacks against far more numerous or vulnerable foes to attack a lone elf or eladrin.

ENCOUNTERS

Battles with silt runners occur in the open desert or within communities on the edges of the wastes. Unless an attacking force is small, silt runners quickly abandon their transitory warrens rather than defend them. The silt runners prefer to retaliate later with a surprise attack.

Silt runners prefer the company of their own kind. On occasion, a tribe cooperates with reptilian creatures such as ssurrans or dray. Some tribes tame lizards as beasts of war.

SILT RUNNER DARTER

Scurrying about the periphery of a battle or lurking behind rolling dunes, darters skim across the sand on broad, webbed feet. They keep careful watch for the right moment to launch their stinging projectiles into an enemy's exposed flesh.

Silt Runner Darter	Level 1 Artillery	
Small natural humanoid (reptile)	XP 100	
HP 25; Bloodied 12	Initiative +4	
AC 13, Fortitude 11, Reflex 14, Will 13	Perception +2	
Speed 7	Low-light vision	
TRAITS		
Silt Runner Swarm		
Any enemy that starts its turn adjacent to two or more silt runners takes 2 damage.		
STANDARD ACTIONS		
④ Wooden Dagger (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d4 + 5 damage.		
③ Blowgun (weapon) ♦ At-Will		
Attack: Ranged 12 (one creature); +8 vs. AC		
Hit: 1d10 + 4 damage.		
✦ Poison Dart (poison, weapon) ♦ Recharge ☼ ☼		
Attack: Ranged 12 (one creature); +6 vs. Fortitude		
Hit: 2d10 + 3 poison damage, and the target is immobilized (save ends).		
Aftersave: The target is slowed (save ends).		
Miss: Half damage, and the target is slowed until the end of the darter's next turn.		
Skills Athletics +5, Stealth +9		
Str 10 (+0)	Dex 18 (+4)	Wis 14 (+2)
Con 13 (+1)	Int 6 (-2)	Cha 11 (+0)
Alignment unaligned		Languages Draconic
Equipment wooden dagger, blowgun, 20 darts		

SILT RUNNER DARTERS IN COMBAT

Darters remain at long range, using *blowgun*. A darter tips its darts with a fast-acting, immobilizing poison, which it produces from glands in its mouth. By using their darts to immobilize enemies, darters give their melee-oriented cohorts more time to cause damage.



SILT RUNNER RAGER

Clutching slender spears twice their height, silt runner ragers are comical sights. Once those spears have drawn substantial quantities of blood from a prodigious distance, humor is transformed to alarm.

Silt Runner Rager	Level 1 Brute
Small natural humanoid (reptile)	XP 100
HP 34; Bloodied 17	Initiative +2
AC 13, Fortitude 13, Reflex 13, Will 13	Perception +2
Speed 7	Low-light vision
TRAITS	
Silt Runner Swarm	
An enemy that starts its turn adjacent to two or more silt runners takes 2 damage.	
STANDARD ACTIONS	
⊕ Bone Spear (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 2d6 + 5 damage.	
† Brutal Spear (weapon) ◆ Recharge when first bloodied	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 4d6 + 4 damage.	
† Penetrating Spear (weapon) ◆ Encounter	
Requirement: The rager must be bloodied.	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 4d6 + 4 damage, and the target gains vulnerable 5 to all damage until the end of the rager's next turn.	
Skills Athletics +5, Stealth +7	
Str 11 (+0)	Dex 15 (+2) Wis 14 (+2)
Con 14 (+2)	Int 6 (-2) Cha 10 (+0)
Alignment unaligned	Languages Draconic
Equipment bone spear	

SILT RUNNER RAGERS IN COMBAT

Although they are called "ragers" because their fighting style appears wild and roughshod, these reptilian humanoids are no more undisciplined than others of their race. Taking advantage of their superior reach and speed, ragers thrust and stab, concentrating on one foe to drop it swiftly.

SILT RUNNER INCITER

Although inciters are similar to the other child-sized silt runners around them, something about them draws the eye—or perhaps the mind. These reptilian warlords direct their allies in battle, channeling potent psionic energy that blasts foes or drives other silt runners to extraordinary feats.

Silt Runner Inciter	Level 2 Controller (Leader)
Small natural humanoid (reptile)	XP 125
HP 38; Bloodied 19	Initiative +3
AC 16, Fortitude 14, Reflex 14, Will 15	Perception +3
Speed 7	Low-light vision
TRAITS	
Silt Runner Swarm	
An enemy that starts its turn adjacent to two or more silt runners takes 2 damage.	
STANDARD ACTIONS	
⊕ Bone Sword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage.	
✦ Psionic Detonation (force, zone) ◆ Recharge [1]	
Attack: Area burst 1 within 10 (enemies in burst); +6 vs. Reflex	
Hit: 1d10 + 5 force damage. The burst creates a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain for enemies.	
Miss: Half damage.	
⚡ Incite Fury ◆ Recharge when first bloodied	
Effect: As a free action, each silt runner within a close blast 5 shifts 1 square and makes a basic attack before or after it shifts.	
TRIGGERED ACTIONS	
⚡ Incite Frenzy ◆ Encounter	
Trigger: The inciter is first bloodied.	
Effect (Free Action): As a free action, each ally within a close burst 5 shifts 1 square and makes a basic attack before or after it shifts.	
Skills Athletics +6, Intimidate +9, Stealth +8	
Str 11 (+1)	Dex 14 (+3) Wis 15 (+3)
Con 14 (+3)	Int 8 (+0) Cha 16 (+4)
Alignment unaligned	Languages Draconic
Equipment bone sword	

SILT RUNNER INCITERS IN COMBAT

Inciters open combat with *psionic detonation* to impede their foes and cause damage. They lead from the front, standing with ragers and others, stirring them to greater efforts. As long as an inciter lives, no silt runners flee, even from a losing battle.

SPIDER

THE SPIDERS OF ATHAS HAVE EVOLVED as the verdant world turned slowly to sand. They have grown to monstrous proportions and have learned to make the terrain an ally in their hunts.

LORE

Nature DC 19: Natural loners, the spiders of the Tablelands haunt shallow caves, deep valleys, and similar locations that offer cramped confines and twisting passages. The spiders weave webs across these passages. In some instances, they spin their webs over great pits or across chasms.

CRYSTAL SPIDER

Light gleams from its crystalline carapace, casting a riot of colors across a cliff face. The crystal spider is one of the Tablelands' most alluring and menacing arachnids. Its spare frame and delicate movements are gracious and attractive, while its crimson eyes and slender, venomous fangs radiate danger.

Crystal Spider		Level 4 Lurker
Large natural beast (spider)		XP 175
HP 39; Bloodied 19	Initiative +10	
AC 18, Fortitude 14, Reflex 18, Will 16	Perception +9	
Speed 8, climb 8 (spider climb)	Tremorsense 10	
Resist 5 radiant; Vulnerable 5 thunder		
TRAITS		
Gleaming Carapace		
When the crystal spider moves at least 5 squares during its turn, it gains concealment until the end of its next turn.		
STANDARD ACTIONS		
⚔ Razor Leg ♦ At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
⚔ Bite (poison) ♦ At-Will		
Attack: Melee 1 (one creature that cannot see the spider); +7 vs. Fortitude		
Hit: 2d6 + 1 poison damage, and ongoing 10 poison damage (save ends).		
⚡ Radiant Agony (radiant) ♦ Recharge when the spider uses bite or when no enemy is blinded		
Attack: Close burst 2 (creatures in burst); +5 vs. Fortitude		
Hit: The spider pushes the target 3 squares, and the target is blinded until the end of the spider's next turn.		
☀ Brilliant Ray (radiant) ♦ Recharge ☼ ☼ ☼		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 4d6 + 4 radiant damage, and the target is blinded until the end of the spider's next turn.		
Skills Stealth +11		
Str 10 (+2)	Dex 18 (+6)	Wis 14 (+4)
Con 9 (+1)	Int 1 (-3)	Cha 3 (-2)
Alignment unaligned Languages -		

CRYSTAL SPIDERS IN COMBAT

A crystal spider is patient and agile. Its glass webs can slice through bone, and the spider spins them in dim light along the travel route through its lair. The arachnid creeps behind prey, attacking with teeth and razor-sharp legs the moment a creature stumbles into a web. A crystal spider quickly withdraws, only to appear elsewhere in a blinding blaze of light.

WHITE WIDOW

The white widow is a relative of the crystal spider. While it lacks its cousin's radiant abilities, the widow is far larger, stronger, more venomous, and more stealthy, despite its great size. The widow spins thick, loose, sticky webs.

White Widow		Level 15 Lurker
Huge natural beast (spider)		XP 1,200
HP 110; Bloodied 55	Initiative +18	
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +16	
Speed 8, climb 8 (spider climb)	Tremorsense 15	
Resist 10 poison, 10 radiant; Vulnerable 10 thunder		
TRAITS		
Combat Advantage		
When the widow hits a blinded creature with a melee attack, it deals ongoing 15 poison and radiant damage to that creature (save ends).		
STANDARD ACTIONS		
⚔ Bite (poison, radiant) ♦ At-Will		
Attack: Melee 1 (one creature); +18 vs. Fortitude		
Hit: 3d6 + 7 poison and radiant damage.		
Reflective Defense ♦ At-Will		
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.		
⚡ Scuttling Attack ♦ Recharge ☼ ☼ ☼		
Effect: The widow shifts half its speed, uses bite, and then shifts half its speed.		
TRIGGERED ACTIONS		
⚡ Venomous Dawn (radiant) ♦ At-Will		
Trigger: The widow is hit by a fire, lightning, or radiant attack.		
Attack (Immediate Reaction): Close burst 5 (enemies in burst); +18 vs. Reflex		
Hit: 3d10 + 6 radiant damage, and the target is blinded (save ends).		
Skills Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 19 (+11)
Con 14 (+9)	Int 2 (+3)	Cha 3 (+3)
Alignment unaligned Languages -		

WHITE WIDOWS IN COMBAT

A white widow chokes long tunnels or chambers with its clingy webs, looking to ensnare multiple morsels simultaneously. Like its cousin, a widow remains hidden until a prime moment to dash out, attack, and retreat back into shadows. It is a crafty fighter and knows every nook of its lair. A widow rarely attacks from the same spot twice.



ENCOUNTERS

Athas's spiders regard other creatures as food, and they establish lairs in territory through which easy prey passes. They prefer areas where they see regular travel, steering clear of high-traffic routes to avoid unwanted attention. A spider's lair usually contains three to five webs stretched across its major passages.

Crystalline Web

Level 4 Obstacle

Trap

XP 175

Thin, shimmering glass strands interlace into an intricate, beautiful web.

Hazard: The crystalline web stretches between two surfaces, creating a 4-by-4-square barrier.

Perception

◆ DC 14: The character notices the crystalline web.

Special: If the web is in dim light, characters take a -5 penalty to Perception checks.

Trigger

When a creature enters one of the web's squares, the trap attacks.

Attack

Opportunity Action **Melee**

Target: The triggering creature

Attack: +7 vs. Reflex

Hit: 2d6 + 4 damage, and ongoing 5 damage (save ends). The target returns to the last square it occupied, and its move ends.

Miss: The target returns to the last square it occupied, and its move ends.

Countermeasures

◆ A character can move through a square containing a web by spending a move action to make a DC 14 Acrobatics check. On a failed check, the trap makes an attack.

◆ A character can attack the web (AC 18, other defenses 16; hp 25; vulnerable 10 thunder). When it is reduced to 0 hit points, the web is destroyed.

Upgrade to Elite (350 XP)

◆ Increase the trap's hit points to 50.

◆ Increase the damage of the trap's attack to 3d10 + 6 damage, and ongoing 10 damage (save ends).

Widow's Web

Level 15 Obstacle

Trap

XP 1,200

Thick, gray strands of a voluminous web sway gently across the passageway.

Hazard: The widow's web stretches across an area as large as 10 by 10 squares.

Perception

No check is required to notice the web in bright light.

◆ DC 22: The character notices the web in dim light.

Trigger

When a creature enters one of the web's squares, the trap attacks. In addition, all squares of the web are difficult terrain for creatures without spider climb.

Attack

Opportunity Action **Melee**

Target: The triggering creature

Attack: +17 vs. Reflex

Hit: The target is restrained (save ends).

Countermeasures

◆ If the surrounding terrain permits, a character can attempt to leap over one or more squares of the web by making an Athletics check of moderate difficulty for his or her level.

◆ A character can attack the web (AC 29, other defenses 27; hp 40; half damage from ranged attacks, vulnerable 10 fire and thunder). When it is reduced to 0 hit points, the web is destroyed.

Upgrade to Elite (2,400 XP)

◆ The trap can take two opportunity actions each turn.

◆ Increase each square's hit points to 80.

SSURRAN (LIZARDFOLK)

SSURRANS ARE HARDY REPTILIAN HUMANOIDS that live and hunt under the blazing sun. Like other Athasians, a ssurran's day-to-day goal is survival.



LORE

History DC 15: The nomadic ssurrans, also called sandscale lizardfolk, traverse the blistering desert sands in loose tribes. Several groups, with reptilian beasts in tow, make up a tribe. Some groups hunt while others raid settlements. They allow inhabitants to flee, and kill only those who resist. The ever-practical ssurrans then strip a village of its usable goods and move on. The tribe's hunters follow behind, clearing away signs of their passage and laying false trails.

ENCOUNTERS

Ssurrans rarely live outside a tribe. On rare occasion, a ssurran wanders alone, either as an outcast or the last of its tribe. Sometimes, slavers capture young ssurrans to sell in city-states as exotic merchandise. To create additional varieties of ssurrans, start with lizardfolk, replace *swamp walk* with *earth walk*, and apply one of the themes from Chapter 2.

SSURRANS IN COMBAT

A ssurran shaman draws in the searing heat of the land as it chants quietly to the elements. As the symbols carved into its scales begin to shimmer, it raises its palms and blasts its foes with the sun's fiery kiss. Inhibited by this attack, foes are vulnerable to the ssurran hunters that then rush in from all sides.

SSURRAN SHAMAN

Despite being derided as primitive beasts, ssurrans have a wealth of tradition. Preserving that tradition, communing with the elements, and protecting and adding to the tribe's oral history are a shaman's foremost duties.

Ssurran Shaman		Level 3 Controller
Medium natural humanoid (reptile), lizardfolk		XP 150
HP 47; Bloodied 23		Initiative +2
AC 18, Fortitude 15, Reflex 14, Will 16		Perception +9
Speed 6 (earth walk)		
STANDARD ACTIONS		
⊕ Spear (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 2 damage, and the shaman pushes the target 1 square.		
☉ Sun Curse (fire) ◆ At-Will		
Attack: Ranged 5 (one creature); +7 vs. Reflex		
Hit: 2d6 + 4 fire damage, and the target is dazed until the end of the shaman's next turn.		
☞ Treacherous Spirit (charm) ◆ Recharge if the power misses		
Attack: Ranged 5 (one creature); +7 vs. Will		
Hit: The target is dominated (save ends).		
Skills Athletics +7, Nature +9		
Str 12 (+2)	Dex 12 (+2)	Wis 17 (+4)
Con 15 (+3)	Int 10 (+1)	Cha 10 (+1)
Alignment unaligned		Languages Draconic
Equipment spear		

SSURRAN HUNTER

With a carved bone pick and nimble feet, a ssurran hunter serves the tribe as scout, protector, and raider. A hunter is the first to greet the sun when it leaves camp at daybreak, and its plate sees the best of the day's foraging.

Ssurran Hunter		Level 4 Minion Skirmisher
Medium natural humanoid (reptile), lizardfolk		XP 44
HP 1; a missed attack never damages a minion.		Initiative +7
AC 18, Fortitude 17, Reflex 15, Will 16		Perception +3
Speed 6 (earth walk)		
STANDARD ACTIONS		
⊕ Pick (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 6 damage, or 7 against creatures granting combat advantage to the hunter.		
TRIGGERED ACTIONS		
Sidestep ◆ At-Will		
Trigger: An ally hits an enemy adjacent to the hunter.		
Effect (Immediate Reaction): The hunter shifts 1 square.		
Skills Athletics +9, Nature +8		
Str 15 (+4)	Dex 17 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 8 (+1)	Cha 8 (+1)
Alignment unaligned		Languages Draconic
Equipment pick		

Tareks revere earth shamans for being both sages and warriors. Earth shamans sometimes give an enchanted weapon to the most virile of the tribe's leaders, signaling a new chief among the people.

AGGRESSIVE SAVAGES of Athas's hilly and mountainous regions, tareks are the bane of borderland communities.

LORE

History DC 15: According to legend, an entity of mad destruction created the tareks. These fierce warriors served as its instruments of murder and destruction. The earth shamans eventually led the tareks in revolt against their maker. Xenophobic and aggressive, tareks live in small communities.

ENCOUNTERS

Tareks fight in raiding parties, patrols, and other bands. They are sworn enemies of the gith. Tareks are valued arena combatants, making them popular quarry for slavers. To create an additional variety of terek, take an orc and replace its bonus to speed when charging and *warrior's surge* with *deathless warrior*.

TAREK RAIDER

Despite the viciousness of their attacks, terek raiders are disciplined warriors. They are not easily scattered, and they will brave even dangerous terrain to reunite with their fellow fighters.

Tarek Raider	Level 3 Soldier
Medium natural humanoid	XP 150
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +2
Speed 6	
TRAITS	
Tarek Squad Tactics	
The raider gains combat advantage against any enemy adjacent to one or more other tareks.	
STANDARD ACTIONS	
⊕ Bone Heartpick (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 4 damage, and the raider slides the target 1 square.	
The target is marked until the end of the raider's next turn.	
TRIGGERED ACTIONS	
⊕ Dangerous Aggression ♦ At-Will	
Trigger: An enemy marked by the raider makes an attack that does not target the raider.	
Effect (Immediate Reaction): The raider uses <i>bone heartpick</i> against the triggering enemy, and if the attack hits, the enemy is also immobilized (save ends).	
Deathless Warrior ♦ Encounter	
Trigger: The raider drops to 0 hit points.	
Effect (No Action): The raider makes a saving throw. If the raider saves, it does not fall unconscious or die until the end of its next turn.	
Skills Athletics +10, Endurance +9, Nature +7	
Str 18 (+5)	Dex 14 (+3) Wis 13 (+2)
Con 17 (+4)	Int 11 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Giant	
Equipment bone heartpick	

Tarek Earth Shaman	Level 4 Controller (Leader)
Medium natural humanoid	XP 175
HP 59; Bloodied 29	Initiative +2
AC 18, Fortitude 17, Reflex 14, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
⊕ Fist of Stone ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 1d10 + 7 damage.	
Effect: The shaman slides the target 3 squares.	
⊖ Clutching Stone ♦ Recharge ☒ ☐ ☐	
Attack: Close burst 3 (one enemy in burst); +7 vs. Fortitude	
Hit: 1d10 + 7 damage, and the shaman knocks the target prone.	
The target is restrained (save ends).	
⊖ Tide of Stone ♦ Recharge when first bloodied	
Attack: Close blast 5 (enemies in blast); +5 vs. Reflex	
Hit: 3d6 + 4 damage, and the shaman knocks the target prone.	
Effect: Allies in the blast shift 3 squares.	
TRIGGERED ACTIONS	
Deathless Warrior ♦ Encounter	
Trigger: The shaman drops to 0 hit points.	
Effect (No Action): The shaman makes a saving throw. If the shaman saves, it does not fall unconscious or die until the end of its next turn.	
Str 18 (+6)	Dex 11 (+2) Wis 15 (+4)
Con 19 (+6)	Int 14 (+4) Cha 13 (+3)
Alignment unaligned Languages Common, Giant	

TAREKS IN COMBAT

Tareks fight in units and target vulnerable opponents. They focus on eliminating one enemy before moving on to the next.



TEMBO

TEMBOs ARE VESTIGES FROM THE CLEANSING WARS. The Champions created these merciless predators to aid in their genocidal struggle. Tembos were designed to sniff out and snatch those most loved by their masters' opponents. Tembos survived even after war or old age claimed their creators, and they are universally hated across the Tyr Region.



LORE

Nature DC 17: Nothing ends a disagreement in a Tyrian settlement as quickly as the rumor of a tembo approaching. Everyone, regardless of race, culture, or prejudices, despises tembos. A real-life bogeyman, the tembo creeps under the blanket of night to steal away the beloved—brides and beaus, mothers and brothers. Even animal companions have been taken. A tembo kills for food and pleasure. Though intelligent and capable of speech, it shows no remorse, and its chilling laughter echoes through the soul.

ENCOUNTERS

Many tembos roam the western wastelands, but a few have been sighted as far away as Draj and Balic. Sometimes, tembos gather in small packs for days at a time. Lacking cohesion and a pecking order, the packs dissolve quickly. A tembo prefers to be alone. Only Athas's most vile souls seem able to stomach using tembos as servants.

Tembo	Level 6 Solo Skirmisher
Medium aberrant magical beast	XP 1,250
HP 280; Bloodied 140	Initiative +7
AC 20, Fortitude 20, Reflex 18, Will 16	Perception +8
Speed 8	Darkvision
Resist 5 necrotic	
Saving Throws +5; Action Points 2	
TRAITS	
☼ Killing Presence (necrotic) ◆ Aura 2	
Any enemy that starts its turn within the aura takes 5 necrotic damage.	
☼ Tainted Wounds ◆ Aura 5	
While the tembo is bloodied, enemies within the aura regain only half the normal hit points from healing effects.	
Double Actions	
At the start of combat, the tembo makes two initiative checks. The tembo takes a turn on both initiative counts.	
Immovable	
The tembo can ignore forced movement. When an attack would knock the tembo prone, the tembo can make a saving throw to remain standing.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the target takes a -2 penalty to attack rolls until the end of the tembo's next turn.	
⊕ Raking Assault ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the tembo shifts 4 squares and then uses bite.	
MINOR ACTIONS	
Blending (illusion) ◆ Encounter	
Effect: The tembo becomes invisible until it attacks or until the end of its next turn.	
TRIGGERED ACTIONS	
⊕ Unspeakable Violation (necrotic) ◆ Recharge [i]	
Trigger: The tembo hits an enemy with bite.	
Attack (Free Action): Melee 1 (triggering enemy); +9 vs. Fortitude	
Hit: The target loses a healing surge, and the tembo's killing presence aura deals 10 necrotic damage instead of 5 necrotic damage during the tembo's next turn.	
Shadow Evasion ◆ Recharge when first bloodied	
Trigger: An enemy hits the tembo with a melee or a ranged attack.	
Effect (Immediate Reaction): The tembo shifts 4 squares and then becomes insubstantial until the end of the triggering enemy's next turn.	
Skills Stealth +10	
Str 19 (+7)	Dex 15 (+5) Wis 11 (+3)
Con 14 (+5)	Int 13 (+4) Cha 9 (+2)
Alignment chaotic evil Languages Common	

TEMBOS IN COMBAT

Caprice rules a tembo. In one village, the dark beast might infiltrate a settlement, letting its deadly aura thin the population as it blends into the shadows. In another, the same tembo might spring at a passerby in a flurry of claws and fangs. It is fierce and quick and nearly impossible to catch. Townsfolk swear the creature fades away as soon as fighters attack.

POTABLE WATER IS A VALUABLE COMMODITY on Athas. Only the sorcerer-kings' favored nobles govern outlying sources of fresh water, and they employ military forces to keep interlopers at bay. New recruits in these patrols laugh behind the backs of grizzled veterans who whisper of thraxes—water vampires. The recruits mock the old soldiers for bringing plump hogs on lead ropes with them as they make their late-night rounds. It is only a matter of time, though, before the young upstarts awaken one dawn to find a friend's mummified corpse curled up outside.

LORE

History DC 21: Ruins litter the Tyr Region, each speaking to a society lost to calamity, war, or plague. The town of Gerot, nestled beneath a mountain range northeast of Raam, met with a particularly unpalatable end.

According to legend, Gerot's people were great warriors, haughty and proud. They impressed Grand Vizier Abalach-Re, who offered the mountain community an alliance if its fighters would join Raam's legions. In their arrogance, the Gerotians declined, and they killed Abalach-Re's envoys.

Enraged, the sorcerer-queen unleashed a vicious curse against Gerot's populace. The townsfolk were struck with an unquenchable thirst. The twisted brilliance behind her curse was that life-sustaining, pure water would bring death to any Gerotian. Within days, the entire town had died. What Abalach-Re hadn't expected was that every cursed Gerotian would rise in undeath, becoming the first thraxes.

ENCOUNTERS

Insatiable thirst drives a thrax to hunt the living. The water vampire extracts fluids from the flesh of its victims. It's said to be an agonizing death. The distinctive cadavers are clearly the work of a thrax. Fearing retribution, the undead predator flees. A thrax wanders alone in parched misery. It loathes the monster it has become, but it cannot stop; its thirst is unbearable. Some thraxes seek revenge on Abalach-Re, and they haunt Raam and drink the sorcerer-queen's supporters dry.

THRAXES IN COMBAT

Shadows coalesce around a thrax. The water vampire moves in silence and gently brushes against a victim, causing the water in its body to rush toward the skin. The bloated quarry is dazed, and the thrax wraps its limbs in an iron grip around the creature, whispering apologies as it drinks deeply of the mortal's fluids.



Thrax		Level 11 Lurker
Medium natural humanoid (undead)		XP 600
HP 88; Bloodied 44	Initiative +13	
AC 25, Fortitude 24, Reflex 23, Will 21	Perception +10	
Speed 8	Darkvision	
Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Roiling Shadows		
The thrax gains a +2 bonus to all defenses against ranged attacks.		
Clinging Grasp		
When the thrax has a creature grabbed, the thrax is insubstantial and immune to forced movement.		
STANDARD ACTIONS		
⊕ Grasp of the Dead (necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d8 + 5 necrotic damage. If the thrax has combat advantage against the target, the target is grabbed and takes a -5 penalty to attempts to escape the grab.		
⊖ Drain Fluids (healing, necrotic) ◆ At-Will		
Attack: Melee 1 (one living creature grabbed by the thrax); +14 vs. Fortitude		
Hit: 4d10 + 5 necrotic damage, the grab ends, and the thrax regains 10 hit points. If this attack bloodies the target, the target also falls unconscious (save ends).		
⊕ Flesh Bloat (necrotic) ◆ At-Will		
Attack: Melee 1 (one living creature); +16 vs. AC		
Hit: 2d10 + 7 necrotic damage, and the target is dazed and slowed (save ends both).		
Skills Endurance +13, Stealth +14		
Str 21 (+10)	Dex 18 (+9)	Wis 11 (+5)
Con 16 (+8)	Int 13 (+6)	Cha 15 (+7)
Alignment unaligned		Languages Common
Equipment fine clothing		

THRI-KREEN

THE ITINERANT THRI-KREEN ARE FIERCE WARRIORS and pragmatic hunters. They form deep bonds to their birth clutch and caregivers. Each thri-kreen accepts its place among its clutch mates and the greater pack. The primal instinct runs deep, linking the race to its ancestral history and the spirit world.



LORE

Nature DC 19: Thri-kreen bond with their clutch mates and greater pack. This cohesion amplifies their hunting and fighting prowess. Thri-kreen prefer to hunt nonsentient creatures, but they make exceptions in desperate times. They do not fight for vengeance; rather, they safeguard their freedom and attack only when threatened. Thri-kreen who stray from this norm are often under the influence of malevolent creatures or spirits.

Shamanistic desert talkers (see *Monster Manual* 3, page 193) lead the thri-kreen in rituals to connect with ancestral spirits. Each thri-kreen taps into the race's memory. Some ancient memories reveal that the thri-kreen once held a powerful empire of their own.

ENCOUNTERS

Thri-kreen packs roam the wilds. For centuries, slavers have trailed thri-kreen and stolen eggs. Newborn thri-kreen fetch a high price because they'll bond with their primary caregiver and clutch mates, regardless of race. Generations of thri-kreen have been integrated into city-states in this way.

THRI-KREEN BOUNDER

Thri-kreen bounders are less experienced hunters. They seem skittish when compared to other thri-kreen warriors. Bounders study their pack's fighters with an eye toward mastering the skills that protect the pack.

Thri-Kreen Bouncer	Level 6 Minion Skirmisher	
Medium natural humanoid	XP 63	
HP 1; a missed attack never damages a minion.	Initiative +8	
AC 20, Fortitude 18, Reflex 19, Will 18	Perception +5	
Speed 6	Low-light vision	
TRAITS		
Deft Dodger		
The bouncer gains a +2 bonus to all defenses against ranged attacks.		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 7 damage.		
⊗ Chatkcha (weapon) ♦ At-Will		
Attack: Ranged 6/12 (one creature); +11 vs. AC		
Hit: 7 damage.		
TRIGGERED ACTIONS		
Mantis Bound ♦ At-Will		
Trigger: The bouncer is missed by an attack.		
Effect (Free Action): The bouncer jumps 3 squares. This movement does not provoke opportunity attacks.		
Skills Athletics +10, Nature +10, Stealth +11		
Str 14 (+5)	Dex 17 (+6)	Wis 14 (+5)
Con 13 (+4)	Int 10 (+3)	Cha 10 (+3)
Alignment unaligned		Languages Common, Thri-Kreen
Equipment leather armor, 2 chatkchas		

THRI-KREEN BOUNDERS IN COMBAT

A thri-kreen bouncer creeps into range, unleashing its chatkcha before jumping into combat alongside a stronger ally. It flanks with its clutch mates and leaps about the battlefield to evade enemies.

THRI-KREEN MAULER

Heavily built and brutally efficient, a thri-kreen mauler's job is to leap atop the quarry and rip the creature limb from limb. A mauler's practical attack pairs well with a boulder's agility and precision. Together, they keep their clutch fed despite the sparse offerings available in the Western Hinterlands.

Thri-Kreen Mauler	Level 8 Brute
Medium natural humanoid	XP 350
HP 105; Bloodied 52	Initiative +9
AC 21, Fortitude 20, Reflex 21, Will 19	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC Hit: 1d8 + 5 damage.	
⊗ Chatkcha (weapon) ◆ At-Will	
Attack: Ranged 6/12 (one creature); +13 vs. AC Hit: 4d6 + 5 damage.	
⊕ Mauler Frenzy ◆ Recharge [2] [2] [2]	
Effect: The mauler uses <i>claw</i> twice, or three times while bloodied.	
⊕ Mauler Leap ◆ Recharge when first bloodied	
Effect: The mauler jumps 6 squares and then uses <i>claw</i> twice. It gains a +1 bonus to attack rolls and a +4 bonus to damage rolls for these attacks. This movement does not provoke opportunity attacks.	
MOVE ACTIONS	
⊕ Mantis Jump ◆ Encounter	
Effect: The mauler jumps 6 squares. This movement does not provoke opportunity attacks.	
MINOR ACTIONS	
⊕ Pain Amplification (psychic) ◆ At-Will (1/round)	
Attack: Melee 1 (one bloodied creature the mauler hit this turn with <i>claw</i>); +11 vs. Fortitude Hit: Ongoing 5 psychic damage (save ends).	
Skills Athletics +13, Nature +12, Stealth +14	
Str 18 (+8)	Dex 20 (+9) Wis 16 (+7)
Con 15 (+6)	Int 10 (+4) Cha 8 (+3)
Alignment unaligned Languages Common, Thri-Kreen	
Equipment hide armor, 2 chatkchas	

THRI-KREEN MAULERS IN COMBAT

When its pack attacks, a mauler is the first into the fray. It slices foes mercilessly, amplifying an enemy's pain to keep its attention away from weaker clutch members. A mauler is the last to leave the field, protecting the pack's retreat.

THRI-KREEN MANTIS WARRIOR

Mantis warriors are hunt leaders. Quick and ferocious, they are widely feared in battle. They are notorious for simultaneously delivering psychic and physical attacks.

Thri-Kreen Mantis Warrior	Level 10 Elite Soldier
Medium natural humanoid	XP 1,000
HP 208; Bloodied 104	Initiative +11
AC 26, Fortitude 23, Reflex 22, Will 21	Perception +13
Speed 7	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 4d6 + 4 damage.	
⊕ Gythka (psychic, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 1d8 + 6 damage plus 1d8 + 3 psychic damage, and the target is marked until the end of the warrior's next turn.	
⊗ Chatkcha (weapon) ◆ At-Will	
Attack: Ranged 6/12 (one creature); +15 vs. AC Hit: 2d6 + 4 damage.	
⊕ Mantis Flurry ◆ At-Will	
Effect: The warrior uses <i>gythka</i> and <i>claw</i> , or it uses <i>chatkcha</i> twice.	
⊕ Springing Assault ◆ Recharge [2] [2]	
Effect: The warrior jumps 4 squares and then uses <i>gythka</i> . If the attack hits, the warrior slides the target 3 squares. Then the warrior jumps 3 squares and uses <i>gythka</i> again. This movement does not provoke opportunity attacks.	
⊕ Mind Wrench (psychic) ◆ Encounter	
Attack: Close burst 2 (enemies in burst); +15 vs. Will Hit: 4d6 + 4 psychic damage, and the target is marked until the end of the warrior's next turn.	
MOVE ACTIONS	
⊕ Mantis Jump ◆ Recharge when first bloodied	
Effect: The warrior jumps 7 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
⊕ Spasm ◆ At-Will	
Trigger: An enemy adjacent to the warrior and marked by the warrior moves, shifts, or makes an attack that does not include the warrior as a target. Attack (Immediate Interrupt): Melee 1 (triggering creature); +15 vs. Will Hit: 2d6 + 3 damage, and the warrior knocks the target prone. The target is slowed until the end of the warrior's next turn.	
Skills Acrobatics +14, Athletics +15, Nature +13	
Str 21 (+10)	Dex 18 (+9) Wis 16 (+8)
Con 16 (+8)	Int 10 (+5) Cha 12 (+6)
Alignment unaligned Languages Common, Thri-Kreen	
Equipment 2 chatkchas, gythka	

THRI-KREEN MANTIS WARRIORS IN COMBAT

A mantis warrior springs at the strongest opponent, its *gythka* spinning between its many hands. The thri-kreen's attacks pain the mind and break the body. A mantis warrior is a brilliant fighter, and it uses its *chatkchas* and *claws* at opportune moments to protect its clutch and rule the battlefield.

WIGHT

SOLDIERS SLAUGHTER AN ELF TRIBE after a messenger fails to bring warning. A poisoned blade cuts down a dwarf before he achieves his life's goal. Both die, but their intense yearnings resurrect soulless bodies, driving the corpses to endlessly pursue what likely can never be accomplished.

LORE

Religion DC 21: As a soul passes into the Gray, its deepest unmet desire can splinter off to animate the physical form that its soul abandoned. The splinter accesses the memories, needs, and desires of the body's former occupant. Those passions are married to an overwhelming hunger for life force, and a wight is born. A wight's competing pursuits leave it incapable of satisfying any craving.

Wights bleed frustration, anger, grief, and hate. Their emotions creep into nearby consciousnesses, and quick-witted creatures might realize a wight is nearby. Those hunting a particular wight can use knowledge of its former life as an emotional weapon to gain an upper hand over the creature. Experienced hunters also know that killing a wight requires its body's destruction. Dismemberment followed by fire is the surest way to accomplish that.

According to legend, an occasional earnest soul completes the task that awakened a wight, freeing the miserable creature. For most wights, however, the components required to complete a task are lost in the ashes of time.

ENCOUNTERS

Wights are unscrupulous about allies, although a habit of the creature's living existence might influence its associations. Some wights work with living allies whose pursuits parallel a wight's dark appetites. More commonly, wights abide the presence of predatory beasts, which don't see the undead creatures as food.

WIGHT THRALL

A charismatic ruler or commander is brought down, and the servants and trusted advisors who perished at her side rise up as wight thralls. These creatures' devotion spills over into death. Wight thralls, zombielike except for their cunning, are unflinchingly committed to their leader.

Wight Thrall		Level 12 Minion Brute	
Medium natural humanoid (undead)		XP 175	
HP 1; a missed attack never damages a minion.		Initiative +10	
AC 24, Fortitude 25, Reflex 23, Will 24		Perception +6	
Speed 7		Darkvision	
Immune disease, poison; Resist 10 necrotic			
STANDARD ACTIONS			
Ⓜ Claw ⚡ At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 12 damage, and the target cannot gain temporary hit points and regains 5 fewer hit points than normal from healing effects (save ends both).			
TRIGGERED ACTIONS			
Dark Passing ⚡ Encounter			
Trigger: An attack that does not deal radiant damage reduces the thrall to 0 hit points.			
Effect (No Action): A nonminion undead creature within 10 squares of the thrall gains 5 temporary hit points.			
Str 22 (+12)	Dex 18 (+10)	Wis 8 (+5)	
Con 15 (+8)	Int 8 (+5)	Cha 20 (+11)	
Alignment evil		Languages –	

WIGHT THRALLS IN COMBAT

A wight thrall crouches atop an unusual perch. It leaps into combat, purposeful and protective of its commander. Cackling and derisive, a wight thrall uses its vicious claws to disable foes nearest its lord. When an enemy brings it down, the thrall continues to serve its master, imparting a devotional burst to a nearby undead member of its cohort.



DUNE RUNNER WIGHT

Under the stars runs a lithe and muscular figure, with pale skin and burning eyes. Each night, the undead elf sprints to complete its impossible task, returning to its starting point as the sun rises. Frustration and despair radiate from its undead frame. To slake its ache, the dune runner terrorizes nearby creatures during daylight hours.

Dune Runner Wight		Level 12 Skirmisher	
Medium natural humanoid (undead), elf		XP 700	
HP 124; Bloodied 62	Initiative +14		
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +11		
Speed 7 (earth walk)	Darkvision		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
Skirmish (necrotic)			
When the dune runner ends a move at least 4 squares from the square where it started the move, it deals 1d8 extra necrotic damage until the start of its next turn.			
STANDARD ACTIONS			
⚔ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d8 + 11 damage.			
✚ Mobile Melee Attack ♦ At-Will			
Effect: The dune runner moves its speed and uses <i>claw</i> once at any point during that movement. The dune runner doesn't provoke opportunity attacks when moving away from the target of its attack.			
MINOR ACTIONS			
⚡ Running Curse (charm, psychic) ♦ At-Will (1/round)			
Attack: Ranged 5 (one creature); +15 vs. Will			
Hit: The target must move at least 4 squares on its turn, or it takes 1d10 psychic damage (save ends).			
Skills Athletics +12, Endurance +16			
Str 12 (+7)	Dex 22 (+12)	Wis 8 (+5)	
Con 20 (+11)	Int 10 (+6)	Cha 18 (+10)	
Alignment evil		Languages Common	

DUNE RUNNERS IN COMBAT

From a distance, a dune runner is easily mistaken for a normal humanoid, an advantage it exploits. The wight rains curses on its foes as it draws them apart with *running curse*. It keeps moving, slashing at the enemies most able to pin it down. A dune runner fights until dusk calls it away. It has a message that must be delivered this night.

OATH WIGHT

Ruins pock the wastelands of Athas. Devastating attacks leveled cities and buried inhabitants where they stood, heedless of whether the victims were scoundrels or scholars, wastrels or artisans. The slain seldom rest easy, especially those who were on the brink of success, a historic discovery, or birthing a child. Oath wights crawl from the rubble. The creatures vibrate with rage and disappointment, throbbing with the futility of their former souls' pursuits and passions.

Oath Wight		Level 14 Elite Controller	
Medium natural humanoid (undead), dwarf		XP 2,000	
HP 140; Bloodied 80	Initiative +11		
AC 27, Fortitude 25, Reflex 24, Will 26	Perception +7		
Speed 6	Darkvision		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Saving Throws +2; Action Points 1			
TRAITS			
⚡ Inevitable Failure ♦ Aura 2			
Enemies within the aura that aren't dominated by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.			
STANDARD ACTIONS			
⚔ Rotting Touch (necrotic) ♦ At-Will			
Attack: Melee 1 (one creature); +17 vs. Fortitude			
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wight's next turn.			
⚡ Frustration's Fury (charm, psychic) ♦ Recharge when the wight uses <i>promised return</i>			
Attack: Close burst 5 (two enemies in burst); +16 vs. Will			
Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wight's choice, which can include a charge, against a creature of the wight's choice. If the target's attack misses, the target of <i>frustration's fury</i> is dominated (save ends).			
Miss: Half damage, and the target is dazed until the end of the wight's next turn.			
MINOR ACTIONS			
⚡ Accursed Gaze (charm) ♦ At-Will (1/round)			
Requirement: The wight must be bloodied.			
Attack: Ranged 5 (one creature); +18 vs. Will			
Hit: The target is dominated until the end of the wight's next turn.			
TRIGGERED ACTIONS			
⚡ Oath's Agony (necrotic) ♦ At-Will			
Trigger: An enemy within 2 squares of the wight takes damage.			
Attack (Immediate Reaction): Close burst 2 (triggering enemy); +18 vs. Will			
Hit: 4d6 + 6 necrotic damage, and the target is dazed until the end of the wight's next turn.			
Promised Return (healing) ♦ Encounter			
Trigger: The wight drops to 0 hit points.			
Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.			
Str 12 (+8)	Dex 18 (+11)	Wis 8 (+6)	
Con 20 (+12)	Int 12 (+8)	Cha 22 (+13)	
Alignment evil		Languages Common	

WIGHT

OATH WIGHTS IN COMBAT

Grief and failure are lethal weapons in an oath wight's emotional arsenal. Despair emanates from the fiend, and its touch enfeebles. It drowns enemy minds in images of helplessness and horror as it uses a foe's body to attack other opponents. An oath wight reaches into enemies' memories and lobs private heartaches and insecurities at the strongest opponents. Warriors have been seen sobbing as they strike and parry across the battlefield. When an oath wight finally falls and hope blooms in the hearts of its enemies, opponents find it's just another failed hope. The oath wight soon stands up, as vital and strong as when the battle first began.

ZOMBIE

WHEREVER THE GRAY CARESSES THE NATURAL WORLD, an indelible stain spreads. Darkness bleeds into the land, the sun dims, and the dead rise. Much of Athas has shuddered now and again under the Gray's touch, and the land sprouts a bountiful harvest of zombies. From the underbelly of Tyr to the ruins of Bodach in the Salt Meres to the Dead Land south of Balic, undead horrors aren't the villains of make-believe; they are the reality of which Athasians warn their children.

LORE

Nature DC 17: Athas's climate assaults corpses, and zombies do not linger in their rotting forms. Where abrasive winds and high temperatures batter the land, bones are quick to shed bloated flesh. But in the ever-thirsty mudflats and salt flats, zombies retain dried-out flesh as the terrain leeches the moisture from their undead bodies.

ENCOUNTERS

Defiling magic and the Gray are Athas's primary zombie producers. Whether a templar is raising an undead army for personal gain or the Gray randomly spawns a new pack, the result is much the same. A band of zombies spread out to consume the vicinity's living creatures.

All Athasians are familiar with zombies. Most fear that one day, they'll see undead eyes in the familiar visage of a lost lover, father, or friend.

SALT ZOMBIE

A flat, white plain stretches to the horizon. Steaming pits filled with caustic waters break the monotonous topography. Death stalks the Salt Meres, and travelers who overnight in the flats meet the creatures the bitter landscape has claimed.

Salt Zombie	Level 1 Soldier
Medium natural humanoid (undead)	XP 100

HP 28; Bloodied 14	Initiative +2
AC 17, Fortitude 15, Reflex 11, Will 12	Perception +0
Speed 6	Darkvision
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	

STANDARD ACTIONS

⊕ Claw ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 2d6 + 2 damage, and the zombie grabs the target.

⊕ Salt Feast ♦ At-Will

Attack: Melee 1 (one bloodied creature); +6 vs. AC
Hit: 2d6 + 2 damage, and the zombie grabs the target. The target takes a -4 penalty to attempts to escape the grab. Each time the target attempts to escape and fails, it takes 5 damage.

TRIGGERED ACTIONS

Zombie Weakness

Trigger: A creature scores a critical hit against the zombie.

Effect (No Action): The zombie drops to 0 hit points.

Str 16 (+3)	Dex 8 (-1)	Wis 10 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 3 (-4)
Alignment unaligned		Languages -

SALT ZOMBIES IN COMBAT

The hard-packed ground splits, spitting plumes of white dust. Zombies pour through the dust clouds, nostrils wide as they taste the scent of their next meal. Zombies rush warm flesh, claws extended and maws wide. Blades and bows do not frighten them; their minds see only the feast.

BLACK REAVER ZOMBIE

The Black Sands region is renowned for its sinister birth. Legend has it that ancient defiling magic vomited the hot sand into Athas as it consumed the souls that lived in the now-empty city at the ominous region's center. Athasians give this disquieting land a wide berth.

Black Reaver Zombie	Level 5 Lurker
Medium shadow humanoid (blind, undead)	XP 200

HP 51; Bloodied 25	Initiative +10
AC 19, Fortitude 17, Reflex 19, Will 16	Perception +2
Speed 7	Blind, blindsight 10
Immune blinded, disease, gaze, poison; Resist 10 necrotic	

TRAITS

Scoured by Light

When the zombie takes radiant damage, it cannot use *shadow burst* until the end of its next turn.

STANDARD ACTIONS

⊕ Bite (necrotic) ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d6 + 3 damage plus 1d6 necrotic damage, or plus 3d6 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.

MOVE ACTIONS

Shadow Burst (teleportation, zone) ♦ Recharge ☼ ☼ ☼ ☼

Effect: The zombie teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any creature other than the zombie is blinded while within the zone.

Skills Stealth +11

Str 10 (+2)	Dex 19 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 8 (+1)	Cha 12 (+3)
Alignment chaotic evil		Languages Common

BLACK REAVER ZOMBIES IN COMBAT

A traveler who treads too near the Black Sands is suddenly enveloped in darkness and the scent of rot. Within moments, the black reaver has unhinged its jaw and pounced with glee on its prey. A juicy throat is the zombie's prime target, but an extremity suffices for the first or second bite. Before the traveler can respond, the black reaver vanishes into another shadow.

FEASTING ZOMBIE

Among cannibalistic half-lings, inhabitants who fall ill with wasting diseases are not eaten. Instead, the people open the earth and place sick clan members inside. The diseased are covered with sod and left to die respectfully—in the embrace of nature, the giver of life that offers succor in death. But even the far reaches of Athas are not spared from the undead plague. On certain nights, undead half-lings walk again in the Forest Ridge.



ZOMBIE

Feasting Zombie		Level 6 Minion Brute	
Small natural humanoid (undead), halfling		XP 63	
HP 1; a missed attack never damages a minion.		Initiative +6	
AC 18, Fortitude 19, Reflex 18, Will 17		Perception +3	
Speed 5		Darkvision	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant			
STANDARD ACTIONS			
⊕ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 8 damage.			
TRIGGERED ACTIONS			
⊕ Clamping Bite Death Chomp ♦ Encounter			
Trigger: The zombie drops to 0 hit points.			
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. AC			
Hit: 8 damage, and the target is slowed (save ends).			
Str 18 (+7)	Dex 16 (+6)	Wis 10 (+3)	
Con 15 (+5)	Int 2 (-1)	Cha 6 (+1)	
Alignment unaligned		Languages –	

FEASTING ZOMBIES IN COMBAT

Flesh calls a feasting zombie from the grave; its instinctive craving for warm muscle between its teeth is more powerful than death. Feasting zombies rise together to swarm a foe. They shared their meat in life and do so again in death. A feasting zombie is intent on each bloody mouthful. Even when it is being hacked apart, its last action is to take one more taste.

CINDER ZOMBIE

Zombies stir in burned-out husks of torched settlements and along the cracked slopes of the volcanic Sea of Silt islands. The kiss of fire preserved these scorched bodies from the elements. As cinder zombies awaken and stand up, their charred bodies rain ash and blackened flesh. They smell of roasted meat rather than of zombie rot.

Cinder Zombie		Level 12 Soldier	
Medium natural humanoid (undead)		XP 700	
HP 121; Bloodied 60		Initiative +9	
AC 28, Fortitude 25, Reflex 24, Will 23		Perception +6	
Speed 5		Darkvision	
Immune disease, poison; Resist 10 fire, 15 necrotic; Vulnerable 5 radiant			
TRAITS			
⚙ Burning Embers (fire) ♦ Aura 1			
Any enemy that leaves the aura takes 10 fire damage.			
STANDARD ACTIONS			
⊕ Fist of Cinders (fire) ♦ At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d6 + 6 damage plus 2d6 fire damage.			
TRIGGERED ACTIONS			
⊕ Punishing Sparks (fire) ♦ At-Will			
Trigger: An enemy within the zombie's aura makes an attack that does not include the zombie as a target.			
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +15 vs. Reflex			
Hit: 2d6 + 6 fire damage.			
⚡ Choking Cloud (poison) ♦ Encounter			
Trigger: The zombie is first bloodied.			
Attack (Free Action): Close burst 3 (enemies in burst); +15 vs. Fortitude			
Hit: 2d12 + 7 poison damage, and the target cannot spend healing surges (save ends).			
Miss: Half damage, and the target cannot spend healing surges until the end of the zombie's next turn.			
Str 22 (+12)	Dex 12 (+7)	Wis 10 (+6)	
Con 17 (+9)	Int 2 (+2)	Cha 6 (+4)	
Alignment unaligned		Languages –	

CINDER ZOMBIES IN COMBAT

A cinder zombie lunges from its ash-coated grave to sear any passerby who dares enjoy life. It pummels and burns, emitting ember-hot cinders and choking puffs of ash. It fights with mindless ferocity until it is destroyed.

PERSONAGES OF ATHAS

Only those who are strong, clever, or tremendously lucky survive long on Athas. Thus, intriguing personalities fill the city-states, towns, and camps of Athas. The people described in this section represent the

power brokers on Athas, from the lowliest merchants and cutthroats to the mighty sorcerer-kings. They can serve as foils, villains, or—if the circumstances are right—potential allies.

ABALACH-RE

ABALACH-RE, THE GRAND VIZIER OF RAAM, has never shown an aptitude for governance. Her city-state is a nasty brew of crime, murder, filth, and extreme need. It is akin to a boil on the cusp of bursting, and serious plans for revolt are hatching across Raam.

LORE

History DC 29: Claiming to be the representative of Badna, an all-powerful deity, Abalach-Re rules Raam. A callous and conniving queen, she allows her citizens to starve, her nobles to war, and her police to abuse. The truth is, she could remake the city in moments but chooses not to. She is a cruel queen who revels in the misdeeds and suffering of others. Her self-serving nature has blinded her to the numerous rebellions brewing under her nose, or so the current batch of rabble-rousers believe.

ENCOUNTERS

The queen of Raam spends her time performing unspeakable rituals to further alter herself. She keeps a close eye on the other sorcerer-kings and was the one who warned the other sorcerer-kings about Dregoth's growing power. After seeing the Dread King's fate, Abalach-Re now pursues a slow, cloaked metamorphosis into a godlike being.

Her greatest allies are her high kuotaghas, followed by the monstrosities she births through experimentation. Some of her human offspring have become enemies. Unknown to them, however, they carry psychic trackers that also turn them into living weapons. When foes shelter one of the sorcerer-queen's disaffected children, they are unwittingly inviting an assault on their inner sanctum.

ABALACH-RE

Abalach-Re is a sensualist, but her legendary decadence is not completely without purpose. Her exploration of the parameters of physical existence has taught her mastery over her body. Her closest agents and offspring have shared in this learning and can manipulate their own forms.

Abalach-Re, Level 23 Solo Controller (Leader)

Sorcerer-Queen

Medium natural humanoid, human XP 25,500
HP 856; Bloodied 428 Initiative +15
AC 37, Fortitude 34, Reflex 36, Will 35 Perception +21
Speed 8, fly 5 (hover; altitude limit 2), phasing Low-light vision
Saving Throws +5; Action Points 2

TRAITS

☼ Morphic Soulburn (fire, psychic) ◆ Aura 2

Any enemy that starts its turn within the aura takes 10 fire and psychic damage and takes a -2 penalty to Fortitude, Reflex, or Will until the start of its next turn.

Spirit Flight

Abalach-Re becomes insubstantial and phasing while moving.

STANDARD ACTIONS

⊕ ☹ Telekinetic Thrust (implement) ◆ At-Will

Attack: Melee 1 or Ranged 10 (one creature); +27 vs. Fortitude
Hit: 5d8 + 9 damage, and Abalach-Re slides the target 5 squares and the target is immobilized (save ends).

⊕ ☹ Disrupting Touch (force) ◆ At-Will

Attack: Melee 3 or Ranged 10 (one creature); +27 vs. Reflex
Hit: 3d10 + 4 damage, and ongoing 10 force damage (save ends).

⊕ ☹ Instinct Overload (implement, psychic) ◆ At-Will

Attack: Melee 1 or Ranged 10 (one creature); +27 vs. Will
Hit: 4d10 + 9 psychic damage, and Abalach-Re chooses a minor or a move action that the target must take during its next turn. Abalach-Re cannot make the target use a power.

⊕ ☹ Morphing Power Splice ◆ At-Will

Effect: Abalach-Re makes three basic attacks. These attacks do not provoke opportunity attacks.

Defiling Field (necrotic, zone) ◆ Recharge when first bloodied

Effect: Abalach-Re creates a zone in a close burst 3 that lasts until the end of the encounter. When an enemy takes damage while within the zone, it also takes ongoing 15 necrotic damage (save ends).

MOVE ACTIONS

Allocation (teleportation) ◆ Recharge when first bloodied

Effect: Abalach-Re teleports 10 squares. She then slides any creature adjacent to her 5 squares.

TRIGGERED ACTIONS

☹ Vengeance of Adaptive Flesh ◆ At-Will

Trigger: Abalach-Re is hit by an attack.

Attack (Immediate Reaction): Ranged 10 (triggering enemy); + 27 vs. Will

Hit: Ongoing 15 damage of the triggering damage type, if any. This attack does not provoke opportunity attacks.

Skills Arcana +24, Bluff +23, History +24, Insight +21

Str 17 (+14) Dex 19 (+15) Wis 20 (+16)

Con 22 (+17) Int 27 (+19) Cha 24 (+18)

Alignment chaotic evil Languages Abyssal, Common, Draconic, Primal

Equipment orb, robes



ABALACH-RE IN COMBAT

Abalach-Re's lazy and debauched appearance falls away as she takes to the sky. The sorcerer-queen dons a mask of fury and warps the air with wrath. She bursts into enemy minds and defiles them. Cries of agony reverberate in her wake, and her presence sears and weakens her foes.

STREET MANSABDAR

Street mansabdars police the city-state to enforce the Grand Vizier's laws; at least, that's what they're supposed to do. Most mansabdars, however, are in the pocket of a nawab or a warlord. The great houses control sections of Raam through propaganda, assassination, and thuggery.

Street Mansabdar		Level 7 Soldier
Medium natural humanoid, human		XP 300
HP 76; Bloodied 38	Initiative +7	
AC 23, Fortitude 20, Reflex 18, Will 19	Perception +6	
Speed 6		
STANDARD ACTIONS		
⊕ Mace (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8 + 6 damage.		
Effect: The target is marked until the end of the mansabdar's next turn.		
⊖ Beat Down (weapon) ⊕ At-Will		
Attack: Melee 1 (prone creature); +12 vs. AC		
Hit: 2d8 + 6 damage, and the target is slowed until the end of the mansabdar's next turn. If the target stands up before the end of its next turn, it takes ongoing 5 damage (save ends).		
TRIGGERED ACTIONS		
⊖ Tripping Scourge (weapon) ⊕ At-Will		
Requirement: The mansabdar must be wielding a scourge.		
Trigger: A creature marked by the mansabdar shifts or makes an attack that does not include the mansabdar as a target.		
Attack (Immediate Interrupt): Melee 1 (triggering creature); +10 vs. Reflex		
Hit: 2d8 + 6 damage, and the target falls prone.		
Str 18 (+7)	Dex 14 (+5)	Wis 16 (+6)
Con 12 (+4)	Int 10 (+3)	Cha 12 (+4)
Alignment unaligned Languages Common		
Equipment hide armor, mace, scourge		

MANSABDARS IN COMBAT

A mansabdar is a well-muscled thug that prefers face-to-face combat. This enforcer calls out an opponent and focuses on beating the tar out of it. Once an enemy falls prone, a mansabdar clubs it with a mace, delighting in the blood coloring the street.

HIGH KUOTAGHA

Rather than quelling the mansabdars' duplicity, Abalach-Re formed the force of high kuotaghas, her secret police. The high kuotaghas are the sorcerer-queen's most trusted and deadly servants.

High Kuotagha		Level 21 Lurker
Medium natural humanoid, human		XP 3,200
HP 150; Bloodied 75	Initiative +21	
AC 35, Fortitude 33, Reflex 34, Will 33	Perception +18	
Speed 7, climb 6 (spider climb)	Low-light vision	
TRAITS		
Corded Victim		
The high kuotagha can score a critical hit against a creature grabbed by it on a roll of 18-20.		
Slippery Foe		
The high kuotagha gains a +4 bonus to all defenses while it has a creature grabbed.		
STANDARD ACTIONS		
⊕ Claw ⊕ At-Will		
Attack: Melee 1 (one creature); +24 vs. Reflex		
Hit: 4d10 + 6 damage.		
⊖ Flesh Garrote ⊕ At-Will		
Attack: Melee 1 (one creature granting combat advantage to the high kuotagha); +24 vs. Reflex		
Hit: 4d10 + 6 damage, and the high kuotagha grabs the target.		
The target takes a -4 penalty to attempts to escape the grab.		
Sustain Standard: The high kuotagha sustains each of its grabs, and each creature it is grabbing takes 2d6 + 10 damage.		
TRIGGERED ACTIONS		
Garrote Slide ⊕ At-Will		
Trigger: An attack targets the high kuotagha when it has a creature grabbed.		
Effect (Immediate Interrupt): The high kuotagha slides 1 square and simultaneously slides each creature it is grabbing to any unoccupied square adjacent to it.		
Skills Acrobatics +22, Athletics +21, Bluff +21, Stealth +22		
Str 22 (+16)	Dex 25 (+17)	Wis 16 (+13)
Con 18 (+14)	Int 12 (+11)	Cha 22 (+16)
Alignment evil Languages Common, Draconic		

HIGH KUOTAGHAS IN COMBAT

Like Abalach-Re, a high kuotagha looks weak, decadent, and unarmed. Once an enemy draws near, the assassin's body hardens, its claws extend, and its arm tendons detach from its biceps to form flexible bands.

ANDROPINIS

BALIC'S SORCERER-KING TAKES CARE OF HIS CITY, and the citizenry's civic pride is genuine. Dictator Andropinis has established a democratic, at least in appearance, system of governance, and Balic's strong ancestral tradition pairs well with the populace's love of theater and high culture.

LORE

History DC 31: Andropinis fancies himself a statesman, and the prosperity of his city-state is a testament to his success. Balic is orderly, clean, and well defended. The templars of the city-state, called praetors, are elected to their office. Its people enjoy more freedom and luxury than those in other city-states.

A powerful defiler, the dictator has connected himself to Balican land, giving him influence over its psychic echoes and ancestral spirits. Andropinis teaches these techniques to initiates into his arcane tradition. Thus, Balican templars share in the sorcerer-king's power and do anything for him.

Despite being a defiler, Andropinis encourages love of Balican land and the use of primal power to strengthen its environs, making Balic ripe for later defiling. Balican civic myth praises heroic and dutiful ancestors who honored the land and protected the city-state.

ENCOUNTERS

Like any sorcerer-king, Andropinis has an entourage of guards and sycophants. He relies most on the high praetors and a few pet mages for protection. He also has powers and rituals to call forth allies from other planes.

ANDROPINIS

The dictator appears to be an elderly yet fit human with a noble bearing and sharp eyes. When his ire is raised, however, his features turn golden and take on a reptilian shape.

ANDROPINIS IN COMBAT

When battle is joined, Andropinis's presence appears to swell. The very stones of surrounding structures seem to be on his side, and spirits of loyal Balican soldiers rise to guard him. The dictator infuses his allies with strength and power. He psychically assaults foes, and he isn't too haughty to pull out his dagger.

Andropinis, Level 25 Elite Controller (Leader)

Sorcerer-King

Medium natural humanoid XP 14,000

HP 468; Bloodied 234 Initiative +16

AC 39, Fortitude 37, Reflex 36, Will 38 Perception +22

Speed 8, fly 5 (hover) Darkvision

Saving Throws +2; Action Points 1 Blindsight 2

TRAITS

☀ **Dictator's Concord** ◆ Aura 10

Allies within the aura gain a +2 power bonus to saving throws. In addition, any ally that starts its turn within the aura makes saving throws against charm or fear effects or effects that stun, including effects that don't normally end on a save.

Wound Pact (psychic)

Any enemy that makes a melee attack against Andropinis while he is bloodied takes 2d10 + 5 psychic damage.

STANDARD ACTIONS

⚔ **Pact Dagger** (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +30 vs. AC
Hit: 6d4 + 8 damage, and Andropinis knocks the target prone.
The first time Andropinis takes damage before the end of his next turn, the target takes 10 damage and is slowed (save ends).

🌀 **Overwhelming Memories** (psychic) ◆ At-Will

Attack: Ranged 20 (one creature); +29 vs. Will
Hit: 4d8 + 13 psychic damage, and Andropinis slides the target 3 squares.

⚔ **Aggression Pact** ◆ At-Will

Effect: Andropinis uses *pact dagger* or *overwhelming memories*, and one ally he can see can make an at-will attack as a free action.

🛡 **Land Pact** (healing) ◆ Recharge when first bloodied

Attack: Close burst 3 (enemies in burst); +28 vs. Fortitude
Hit: 4d10 + 11 damage, and the target is slowed (save ends).
While any target is slowed by this power, Andropinis regains 15 hit points whenever he starts his turn and has at least 1 hit point.
Effect: Four legionnaire vestiges appear in the area and act after Andropinis in the initiative count. Andropinis is each vestige's guarded creature.

MOVE ACTIONS

🌀 **Transposition** (teleportation) ◆ At-Will

Effect: Andropinis teleports, swapping positions with an ally within 10 squares of him.

MINOR ACTIONS

👑 **Dictator's Authority** ◆ Recharge when first bloodied

Effect: One ally within 10 squares of Andropinis immediately uses a free action to take a standard action.

TRIGGERED ACTIONS

👑 **Legionnaire Vestige** ◆ At-Will

Trigger: Andropinis starts his turn without an ally within 10 squares of him.
Effect (No Action): A legionnaire vestige appears within 10 squares of Andropinis, treating Andropinis as its guarded creature.

Skills Arcana +24, Bluff +26, History +24, Insight +22

Str 16 (+15) Dex 19 (+16) Wis 20 (+17)

Con 26 (+20) Int 24 (+19) Cha 28 (+21)

Alignment evil Languages Common, Draconic, telepathy 10

Equipment dagger, robes



HIGH PRAETOR

Personal guards, generals, and confidants of the dictator, high praetors occupy a position outside the elected praetor hierarchy. Amoral and greedy, high praetors ruthlessly serve Andropinis and enjoy great personal influence.

High Praetor Level 22 Soldier (Leader)

Medium natural humanoid, human

XP 4,150

HP 211; Bloodied 105

Initiative +19

AC 38, Fortitude 35, Reflex 33, Will 34

Perception +19

Speed 7, teleport 5

STANDARD ACTIONS

⊕ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +27 vs. AC

Hit: 6d6 + 9 damage, or 6d6 + 15 on an opportunity attack.

⊕ Eldritch Javelin (force) ♦ At-Will

Attack: Ranged 20 (one creature); +25 vs. Reflex

Hit: 5d6 + 10 force damage, and the target is slowed (save ends).

⌘ High Praetor Assault ♦ Recharge when first bloodied

Effect: The high praetor uses *eldritch javelin* and then makes a charge attack. A legionnaire vestige then appears within 10 squares of the high praetor, and the high praetor determines the legionnaire's guarded creature.

⊕ Face Cut (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +27 vs. AC

Hit: 6d6 + 9 damage, and the target is dazed until the end of the high praetor's next turn.

⌘ Entrapping Javelin (force) ♦ Encounter

Attack: Ranged 20 (one creature); +25 vs. Reflex

Hit: 6d6 + 24 force damage, and the target is immobilized (save ends).

MINOR ACTIONS

⊕ Praetor's Mark (psychic) ♦ At-Will (1/round)

Effect: One enemy within 20 squares of the high praetor is marked until the end of the high praetor's next turn. While marked by the high praetor, the enemy grants combat advantage while not adjacent to the high praetor. If the marked enemy makes an attack that doesn't include the high praetor as a target, or ends its turn farther from the high praetor, it takes 15 psychic damage.

Skills Arcana +18, Athletics +22, Insight +19

Str 22 (+17)

Dex 22 (+17)

Wis 16 (+14)

Con 27 (+19)

Int 14 (+13)

Cha 24 (+18)

Alignment evil

Languages Common, Draconic

Equipment scale armor, light shield, short sword

HIGH PRAETORS IN COMBAT

A high praetor wallops a foe with a javelin of force as it calls a vestige of a Balican soldier into the fray. It then engages burly melee fighters. Like the dictator, a high praetor is capable of turning the land against a foe with a mark that repays cowardice with pain.

Legionnaire Vestige

Medium shadow animate

Level 21 Minion Soldier

XP 800, or 0 if created by another creature

HP 1; a missed attack never damages a minion.

Initiative +18

AC 37, Fortitude 33, Reflex 33, Will 33

Perception +16

Speed 6, fly 5 (hover; altitude limit 1)

Darkvision

Immune immobilized

TRAITS

Guarded Creature

The vestige starts combat guarding a creature, usually its creator or summoner.

STANDARD ACTIONS

⊕ Shade Spear ♦ At-Will

Attack: Melee 1 (one creature); +26 vs. Reflex

Hit: 15 damage, and the target is marked until the vestige drops to 0 hit points or until the end of the encounter, whichever comes first.

TRIGGERED ACTIONS

Defense Pact (teleportation) ♦ Encounter

Trigger: A creature marked by the vestige attacks its guarded creature.

Effect (Immediate Interrupt): The vestige teleports to a square adjacent to the guarded creature and grants that creature a +4 bonus to the targeted defense. If the attack misses the guarded creature, the vestige drops to 0 hit points.

Str 22 (+16) Dex 22 (+16) Wis 22 (+16)

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

Alignment unaligned Languages –

DREGOTH

BENEATH GIUSTENAL'S RUINS, a dark master bides his time. Dregoth's people treat him like a god, and the Dread King rules his reborn city in absolute secrecy. He burns for vengeance against the other sorcerer-kings, who slew him centuries ago but neglected to prevent his fell rebirth.

LORE

History DC 33: After millennia, Dregoth still covets godhood. He has succeeded at godlike tasks, such as the adoption of a dragonlike aspect and the creation of the dragonborn as his chosen people. In the past, however, his naked ambition unnerved Athas's other sorcerer-kings.

Abalach-Re warned the other city-states' overlords, and they partnered to destroy Giustenal and its defiler dragon monarch. The shattering of Giustenal scattered the surviving dragonborn inhabitants and flooded the spirit world with the trapped souls of those who died in the titanic arcane battle. Giustenal became a literal city of ghosts. The sorcerer-kings ultimately failed in their task, though. Dregoth returned to Athas as a monstrous and powerful undead being. He led his loyalists to a cavern far beneath the surface. The site had been prepared for a settlement during a bygone era, but it was never occupied. Dregoth required all inhabitants of New Giustenal—slave and citizen, noble and templar—to undergo the dragonborn transformation. The Dread King believes the worship and devotion of this new race will bring him deific apotheosis.

ENCOUNTERS

Dregoth has an army of dragonborn, undead, and other creatures. He plans to soon lead his military force topside. He has old debts to pay and a world of devotees to win.

New Giustenal's dragonborn are usually evil and superior, or so they think, to those descended from the stock of fallen Giustenal. Most practice arcane magic and have psionic talents (see the psionic adept monster theme, page 130).

DREGOTH

Dregoth and his surviving followers retreated underground after the other sorcerer-kings combined forces to put the defiler dragon down. As the years passed into millennia, New Giustenal evolved into a teeming city of dragonborn, and its Dread King still plots godhood and, of course, revenge.

Dregoth is lichlike, and his soul resides in a hidden phylactery in New Giustenal. If slain, he rises again in three days, a secret none but Absalom knows.

Dregoth, Sorcerer-King Level 30 Solo Controller

Huge natural magical beast (shapechanger, undead) XP 95,000

HP 1,072; Bloodied 536 Initiative +20
AC 44, Fortitude 43, Reflex 40, Will 43 Perception +24
Speed 8, fly 10 Darkvision, blindsight 5
Immune disease, poison; Resist 20 fire, 20 necrotic
Saving Throws +5; Action Points 2

TRAITS

☼ **Soul Defiler** (necrotic) ◆ Aura 3
Whenever an enemy starts its turn within the aura, the enemy takes 10 necrotic damage and Dregoth makes a saving throw.

STANDARD ACTIONS

⊕ **Bite** (necrotic) ◆ At-Will
Attack: Melee 2 (one creature); +35 vs. AC
Hit: 4d12 + 2 damage, and ongoing 10 necrotic damage (save ends).

⊕ **Claw** (cold) ◆ At-Will
Attack: Melee 3 (one creature); +35 vs. AC
Hit: 6d6 + 7 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).

⊕ **Defiling Gaze** (necrotic) ◆ At-Will
Attack: Ranged 20 (one creature); +34 vs. Fortitude
Hit: 6d10 + 4 necrotic damage, and the target is dazed (save ends).

⚡ **Dread King's Wrath** ◆ At-Will
Effect: Dregoth uses *bite* once and *claw* once, or uses *claw* twice.

⚡ **Breath Weapon** (cold, fear, necrotic) ◆ Encounter
Attack: Close blast 5 (creatures in blast); +34 vs. Fortitude
Hit: 2d10 + 8 cold damage plus 2d10 + 8 necrotic damage, and the target is immobilized and takes a -4 penalty to AC and Fortitude (save ends both).

⚡ **Supreme Defiling** ◆ Encounter
Attack: Close burst 3 (creatures in burst); +34 vs. Fortitude.
Hit: 6d10 + 4 damage.
Special: Dregoth can score a critical hit with this attack on a roll of 17-20.

MOVE ACTIONS

⚡ **Nightmare Travel** (psychic) ◆ Encounter
Effect: Dregoth becomes insubstantial and is phasing, and he shifts 8 squares. If Dregoth enters a creature's square, he knocks the creature prone and the creature takes 15 psychic damage.

MINOR ACTIONS

⚡ **Change Shape** (polymorph) ◆ At-Will (1/round)
Effect: Dregoth alters his physical form to appear as a Medium male dragonborn or a gray-scaled, dragonlike humanoid until he uses *change shape* again or until he drops to 0 hit points. He retains his statistics in his new form. His clothing, armor, and other possessions do not change. To assume a specific individual's form, he must have seen that individual. Other creatures can make a DC 47 Insight check to discern that the form is a disguise.

⚡ **Spellmaster** ◆ Recharge ☼ ☼ or when first bloodied
Effect: Dregoth regains the use of an expended encounter power.

TRIGGERED ACTIONS

⚡ **Tail Riposte** (fire, necrotic) ◆ At-Will
Trigger: Dregoth is hit by a creature within 4 squares of him.
Attack (Immediate Reaction): Melee 4 (triggering creature); +34 vs. Reflex
Hit: 4d6 + 9 damage, and ongoing 15 fire and necrotic damage (save ends), and Dregoth slides the target 5 squares.

Skills Arcana +28, History +28, Insight +24
Str 31 (+25) Dex 20 (+20) Wis 19 (+19)
Con 20 (+20) Int 26 (+23) Cha 28 (+24)
Alignment chaotic evil Languages All, telepathy 10



DREGOTH IN COMBAT

Dregoth is fearless and aggressive. He baits opponents in hopes of inspiring tactical mistakes. His presence saps the life from the area for the Dread King's use. From his gaze to his breath, the undead sorcerer-king emanates death. He has little patience, so he is likely to use action points to quickly unleash major attacks on multiple foes before relying on his formidable physical attacks. Dregoth prefers to fight in close quarters, maneuvering so his enemies are forced to close.

ABSALOM

Absalom was born human. He was selected as Dregoth's new high priest after Giustenal's fall. He was among the first survivors the undead sorcerer-king transformed into dray. After transfiguring Absalom, Dregoth slew his high priest and raised him as an undead servitor. Absalom preaches of the Dread King's godhood, but his true loyalty is to the dragonborn, or dray, of New Giustenal.

Absalom		Level 22 Elite Soldier (Leader)
Medium natural humanoid (shapechanger, undead), dragonborn		XP 8,300
HP 414; Bloodied 207	Initiative +20	
AC 38, Fortitude 33, Reflex 34, Will 35	Perception +20	
Speed 8	Darkvision	
Immune disease, poison; Resist 15 fire, 15 necrotic		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⚔ Bastard Sword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 2d10 + 9 damage, and ongoing 10 damage (save ends).		
⚔ Slicing Maneuvers ♦ At-Will		
Effect: Absalom uses <i>bastard sword</i> twice. He can take his move action between these attacks.		
⚔ Spirit Siphon (cold, necrotic) ♦ Recharge ☹ ☹ ☹ ☹		
Attack: Ranged 20 (one creature marked by Absalom); +25 vs. Fortitude		
Hit: Ongoing 45 cold and necrotic damage, and the target is slowed (save ends both). Each time an enemy takes damage from this power, Absalom or an ally within 10 squares of him gains 10 temporary hit points.		
MOVE ACTIONS		
🦋 Dread Wings (teleportation) ♦ At-Will		
Effect: Absalom teleports 8 squares to a square adjacent to a creature marked by him and gains a fly speed equal to his speed (hover) until the end of his next turn.		
MINOR ACTIONS		
🔄 Change Shape (polymorph) ♦ At-Will (1/round)		
Effect: Absalom alters his physical form to appear as a Medium living or undead dragonborn until he uses <i>change shape</i> again or until he drops to 0 hit points. He retains his statistics in his new form. His clothing, armor, and other possessions do not change. To assume a specific individual's form, he must have seen that individual. Other creatures can make a DC 41 Insight check to discern that the form is a disguise.		
👁 Overshadowing Oath ♦ At-Will		
Requirement: Absalom must not have a creature marked.		
Effect: Absalom marks one enemy that he can see within 20 squares of him until the end of his next turn.		
🌀 Swirling Breath (fire, necrotic) ♦ Recharge ☹ ☹		
Attack: Close blast 5 (creatures in blast); +24 vs. Reflex		
Hit: 2d6 + 8 fire damage plus 2d6 + 8 necrotic damage, and Absalom slides the target 3 squares.		
TRIGGERED ACTIONS		
🔪 Break the Oathbreaker (necrotic) ♦ At-Will		
Trigger: A creature marked by Absalom ends its turn in a square not adjacent to Absalom.		
Effect (Immediate Reaction): The triggering enemy takes 20 damage and grants combat advantage until the end of its next turn.		
Skills Arcana +19, History +19, Insight +20		
Str 19 (+15)	Dex 24 (+18)	Wis 19 (+15)
Con 23 (+17)	Int 16 (+14)	Cha 26 (+19)
Alignment evil		Languages Common, Draconic
Equipment bastard sword, robes		

ABSALOM IN COMBAT

Absalom is as much warrior as he is priest. He moves boldly among his foes, cleaving two at a time with his ancient sword. He saves his fell attacks for opponents that threaten his king or his people. He hurls insults at his fiercest enemy, marking it as the first to die.

HAMANU

KING HAMANU TAKES A KEEN INTEREST in every aspect of Urik's governance. He dispenses justice, monitors trade and resource production, and trains with his soldiers.

LORE

History DC 31: Hamanu never sleeps; rather, he spends his nights deep in study. He is invested in Urik's dominance and works to expand his militaristic city-state. Among the sorcerer-kings, Hamanu cares the most about his state and its people. The price for his attention, however, is constant supervision and total submission.

ENCOUNTERS

The people of Urik are loyal to Hamanu, the self-described King of the World. As a powerful arcanist, Hamanu has access to otherworldly entities, but the sorcerer-king's incredible pride prevents him from seeking their aid in battle.



HAMANU

Hamanu's humanity has begun to fade. Although he is still a powerful and attractive man, his eyes have turned golden, and his teeth are long and sharp. When wounded in battle, Hamanu sheds his human form and adopts the shape of a part-human, part-draconic lion.

Hamanu, Sorcerer-King	Level 27 Solo Soldier
Medium natural humanoid (shapechanger), human	XP 55,000
HP 693; Bloodied 346	Initiative +20
AC 41, Fortitude 40, Reflex 37, Will 39	Perception +25
Speed 6	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
☞ Regal Presence ◆ Aura 2 Any enemy that starts its turn within the aura takes a -2 penalty to attack rolls until the start of its next turn.	
STANDARD ACTIONS	
⚔ Mighty Fist ◆ At-Will Attack: Melee 1 (one, two, or three creatures); +32 vs. AC Hit: 6d6 + 14 damage.	
⚡ Thunderous Command (fear, thunder) ◆ At-Will Attack: Close blast 5 (enemies in blast); +30 vs. Fortitude Hit: 4d10 + 13 thunder damage, and Hamanu pushes the target 3 squares and knocks it prone.	
⚡ Sulfuric Bolts (acid, fire, poison, zone) ◆ Encounter Attack: Ranged 5 (up to five creatures); +30 vs. Reflex Hit: 3d10 + 9 fire damage, and ongoing 10 acid and poison damage (save ends). Until the target saves, each of the target's allies that ends its turn adjacent to the target takes 10 acid and poison damage.	
⚡ Life Drain (implement, necrotic) ◆ Encounter Attack: Close burst 5 (enemies in burst); +30 vs. Fortitude Hit: 2d10 + 9 necrotic damage. The target takes ongoing 15 necrotic damage, and whenever it takes the damage, Hamanu gains 15 temporary hit points (save ends).	
⚡ Hamanu's Whisper (acid, zone) ◆ Encounter Attack: Area burst 2 within 10 (creatures in burst); +28 vs. Fortitude Hit: 3d12 + 6 acid damage, and ongoing 10 acid damage (save ends). Effect: The burst creates a zone that lasts until the end of Hamanu's next turn. Enemies take a -4 penalty to saving throws while within the zone. As a move action, Hamanu can move the zone 3 squares. Sustain Minor: The zone persists.	
MINOR ACTIONS	
⚡ Invasive Glare (psychic) ◆ Recharge when Hamanu bloodies an enemy or reduces an enemy to 0 hit points or fewer Attack: Ranged 5 (one creature); +30 vs. Will Hit: 6d10 + 15 psychic damage, and the target is stunned (save ends).	
TRIGGERED ACTIONS	
Cerulean Shield ◆ At-Will Trigger: An enemy adjacent to Hamanu targets Hamanu with a melee attack. Effect (Immediate Interrupt): Hamanu gains 15 temporary hit points.	

Mental Bastion (psychic) ◆ **At-Will**

Trigger: An enemy dazes or stuns Hamanu.

Effect (Immediate Interrupt): Hamanu makes a saving throw against the triggering effect. On a save, the triggering enemy takes 15 psychic damage and the triggering effect ends, even if it would not normally end on a save.

◀ **Lion of the Desert** (polymorph) ◆ **At-Will**

Trigger: Hamanu is first bloodied or first drops to 0 hit points.

Attack (No Action): Close burst 2 (enemies in burst); +28 vs. Fortitude

Hit: The target falls prone.

Effect: Hamanu pushes the target 2 squares. Hamanu takes on the Lion of the Desert form until the end of the encounter or until that form drops to 0 hit points, at which point he returns to his normal form with the same hit points he had when he adopted the Lion of the Desert form.

Skills Arcana +24, Diplomacy +26, History +24, Insight +25

Str 29 (+22)

Dex 21 (+18)

Wis 24 (+20)

Con 27 (+21)

Int 23 (+19)

Cha 26 (+21)

Alignment evil

Languages Common, Draconic, telepathy 20

Equipment staff, robes

Lion of the Desert**Level 27 Solo Brute**

Large natural magical beast (dragon, shapechanger), human

HP 125; **Bloodied** cannot become bloodied

Initiative +20

AC 41, **Fortitude** 40, **Reflex** 37, **Will** 39

Perception +25

Speed 8

Darkvision

Saving Throws +5

STANDARD ACTIONS⊕ **Claw** ◆ **At-Will**

Attack: Melee 2 (one creature); +32 vs. AC

Hit: 6d8 + 17 damage.

↓ **Double Claws** ◆ **At-Will**

Effect: Hamanu uses *claw* twice, making each attack against a different creature.

↓ **Corrosive Bite** (acid) ◆ **At-Will**

Attack: Melee 2 (one creature); +32 vs. AC

Hit: 6d6 + 8 damage, and the target takes ongoing 15 acid damage (save ends).

↓ **Lion's Fury** (acid) ◆ **Encounter**

Effect: Hamanu uses *claw* twice and *corrosive bite* once. No more than two attacks can be made against a single target.

TRIGGERED ACTIONS↓ **Warding Tail** ◆ **At-Will**

Trigger: An enemy misses Hamanu with a melee attack.

Attack (Immediate Reaction): Melee 3 (triggering enemy); +28 vs. Reflex

Hit: 6d10 + 11 damage, and Hamanu pushes the target 3 squares.

Skills Arcana +24, Diplomacy +26, History +24, Insight +25

Str 29 (+22)

Dex 21 (+18)

Wis 24 (+20)

Con 27 (+21)

Int 23 (+19)

Cha 26 (+21)

Alignment evil

Languages Common, Draconic, telepathy 20

TOIL TEMPLAR

Urikite templars live a spartan existence but enjoy the power of their ranks. Toil templars, the lowest of Hamanu's functionaries, manage Urik's slave caste. They see to the housing and distribution of slaves, based on the thralls' respective talents and abilities.

Toil Templar **Level 14 Controller**

Medium natural humanoid, human

XP 1,000

HP 133; **Bloodied** 66

Initiative +7

AC 26, **Fortitude** 26, **Reflex** 24, **Will** 28

Perception +9

Speed 6

STANDARD ACTIONS⊕ **Whip** (weapon) ◆ **At-Will**

Attack: Melee 2 (one creature); +18 vs. AC

Hit: 3d8 + 9 damage, and the templar pushes the target 2 squares.

⊕ **Eldritch Scourge** (force, implement) ◆ **At-Will**

Attack: Ranged 5 (one creature); +18 vs. Reflex

Hit: 3d8 + 7 force damage, and the templar knocks the target prone.

⚡ **Dazing Bolts** (implement, lightning) ◆ **Encounter**

Attack: Ranged 10 (one or two creatures); +18 vs. Reflex

Hit: 3d10 + 6 lightning damage, and the target is dazed until the end of the templar's next turn.

☄ **Sulfurous Detonation** (fire, implement, poison, zone) ◆ **Encounter**

Attack: Area burst 2 within 10 (enemies in burst); +18 vs. Reflex

Hit: 4d6 + 8 fire damage.

Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.

Skills Arcana +14, Intimidate +18

Str 18 (+11)

Dex 11 (+7)

Wis 15 (+9)

Con 13 (+8)

Int 14 (+9)

Cha 22 (+13)

Alignment evil

Languages Common

Equipment whip, rod, robes

TOIL TEMPLARS IN COMBAT

A toil templar prefers its enemies at a distance, from where it can attack while facing little personal risk. After spending years brutalizing slaves, a toil templar has become a master with its whip. It holds its ground and awaits reinforcements.

HAMANU IN COMBAT

Hamanu is reckless and bold in combat. Unable to resist the feel of shattering bone, he throws mighty punches in between hurling potent magical attacks. Hamanu prefers his human form but transforms into a fearsome draconic lion when seriously injured.

HANETH TSALAXA

HANETH'S GREATEST SECRET, kept even from other members of House Tsalaxa, is the method behind his success: He has a natural ability to change his shape. Born of apparently normal human parents, Haneth doesn't know the source of his strange power. His theories range from the favor of a bound primordial to the possibility that he is descended from one of the sorcerer-kings. In truth, he doesn't much care why he can change shape—only that he can continue to use his ability to increase his profits and influence.

LORE

Streetwise DC 25: One of the vendors in Tyr's Merchant District, Haneth Tsalaxa is simultaneously infamous and secretive. Most people who dwell in that district know him as the unpleasant head of House Tsalaxa. When they see his silhouette on their doorstep, they know that a distasteful conversation is sure to follow. Haneth is a collector of secrets to which he should not have access, and he has made a large part of his fortune by holding these secrets over the heads of his competitors. Either he sells the information for profit, or he demands concessions in exchange for keeping silent.

Blackmail is Haneth's primary trade, but it's not his only business. The so-called merchant also practices espionage and assassination, although his price for such services is high.



Haneth Tsalaxa

Level 9 Elite Lurker

Medium natural humanoid (shapechanger), changeling XP 800

HP 154; Bloodied 77 Initiative +12

AC 23, Fortitude 21, Reflex 22, Will 21 Perception +9

Speed 6

Saving Throws +2; Action Points 1

STANDARD ACTIONS

⚔ Short Sword (poison, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 3d6 + 6 damage. If the target is granting combat advantage to Haneth, it takes ongoing 5 poison damage (save ends).

⚔ Dagger (weapon) ♦ At-Will

Attack: Ranged 5 (one creature); +12 vs. Reflex

Hit: 4d4 + 6 damage.

⚔ Slick Swordplay ♦ At-Will

Effect: Haneth uses short sword twice, making each attack against a different target. Haneth can shift 3 squares before, after, or between the attacks.

⚔ Handful of Poison (poison) ♦ Recharge ☒ ☒

Attack: Close blast 3 (creatures in blast); +12 vs. Fortitude

Hit: 3d6 + 6 poison damage, and the target is blinded (save ends).

MINOR ACTIONS

Changeling Disguise (polymorph) ♦ At-Will

Effect: Haneth can alter his physical form to take on the appearance of any Medium humanoid, including a unique individual. Haneth retains his statistics in his new form. His clothing, armor, and other possessions do not change. To assume a specific individual's form, Haneth must have seen that individual.

Haneth's Trick ♦ Recharge ☒

Effect: One enemy Haneth can see grants combat advantage to him until the end of his next turn.

Skills Bluff +12, Insight +9, Stealth +13

Str 17 (+7) Dex 19 (+8) Wis 11 (+4)

Con 17 (+7) Int 14 (+6) Cha 17 (+7)

Alignment evil Languages Common

Equipment leather armor, 2 daggers, short sword, blinding powder

ENCOUNTERS

Haneth never fights alone except when necessary for self-defense. He employs many guards around his shop and home, and he can draw upon the guards of House Tsalaxa. For his more legally questionable endeavors, he hires thugs of any race and ability—anyone with the proper skills and lack of scruples for whatever task lies ahead.

HANETH TSALAXA IN COMBAT

If he's anticipating battle, Haneth arranges to have allies at his side. He allows them to hold the enemies' attention while he makes use of stealth and his blinding powder to harry foes from concealment. Haneth prefers to fight in a form other than his own so that survivors or witnesses (or even his own allies) cannot identify him, and he's quick to flee if the battle turns against him.

JOSSI THE JUGGLER

JOSSI IS A MEMBER OF TYR'S EYES, a widespread informal network of beggars, thieves, street performers, and laborers throughout Tyr. Originally banding together for mutual protection, they now aid one another in keeping a collective eye on the latest developments in the city-state. This system allows them not only to take advantage of opportunities but also to sell that information to others.

LORE

Streetwise DC 21: Jossi is a street performer who demonstrates impressive juggling skills for coin all over the Caravan District. Her performance involves singing, tricks performed with audience volunteers, and other routines designed to delight. In truth, Jossi is a thief who supplements her income by serving as a messenger for Tyr's Eyes and for various criminal elements in the city-state.

ENCOUNTERS

No member of Tyr's Eyes fights alone. If one is attacked, other beggars and thieves in the area come to his or her aid. Tyr's Eyes make use of the grimy surroundings they know so well—including corners, windows, rooftops, and trash piles—to hide or obtain tactical positions. Network members lay makeshift traps in the cluttered alleys and narrow roads they claim as their own.



JOSSI THE JUGGLER

JOSSI THE JUGGLER IN COMBAT

Most members of Tyr's Eyes prefer to flee rather than fight. Jossi goes for a quick kill, but if her attack fails, she uses her abilities to escape.

Jossi	Level 4 Skirmisher	
Medium natural humanoid, elf	XP 175	
HP 55; Bloodied 27	Initiative +8	
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +3	
Speed 6		
TRAITS		
Fancy Footwork		
Jossi deals 1d6 extra damage until the end of her turn whenever she shifts as a move action.		
STANDARD ACTIONS		
⊕ Dagger (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d4 + 7 damage.		
⊕ Juggling Slash (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 2d4 + 7 damage, and Jossi slides the target 2 squares and shifts 2 squares.		
TRIGGERED ACTIONS		
Distracting Toss ⊕ Recharge when first bloodied		
Trigger: An enemy makes a melee attack against Jossi.		
Effect (Immediate Reaction): Jossi shifts her speed to a square where she has any cover or any concealment and makes a Stealth check to become hidden, with a +5 bonus to the roll.		
Skills Acrobatics +11, Bluff +9, Stealth +11, Thievery +11		
Str 11 (+2)	Dex 18 (+6)	Wis 13 (+3)
Con 15 (+4)	Int 10 (+2)	Cha 15 (+4)
Alignment unaligned		Languages Common
Equipment leather armor, dagger		

LALALI-PUY

THE RESIDENTS OF GULG seem happier and more content than the citizens of any other city-state. The Forest Goddess Lalali-Puy, their beloved Oba, has bound them in chains of reverence, gratitude, and love.

LORE

History or Religion DC 33: Called the Oba, or Forest Goddess, Lalali-Puy is the supreme ruler of Gulg. Citizens revere her as the source of Gulgan prosperity. She is the bringer of rain and their protector against threats from the physical and spirit worlds. Lalali-Puy owns everything in Gulg, including property, beasts, and food. She sees to its even distribution among the dagadas, or communities.

Note: Citizens of Gulg gain a +10 bonus to this check.

ENCOUNTERS

The Oba rarely leaves Sunlight Home, her palace in the uppermost branches of an enormous agafari tree. Lalali-Puy is never without several judagas.

Primal spirits hate and fear Lalali-Puy and her servants because they use dark sorceries to command the spirits' obedience. Given a moment's opportunity, the enslaved primal and elemental spirits would savage Gulg.

LALALI-PUY

Although Lalali-Puy is not truly a goddess, surely she is the nearest example of divinity Athas has to offer. Her knowledge of rituals is unparalleled, even among the sorcerer-kings. She is said to be capable of performing arcane and primal rituals known nowhere else on Athas.

Lalali-Puy, Level 28 Solo Controller (Leader)

Sorcerer-Queen
Medium natural humanoid, human XP 65,000
HP 1,032; Bloodied 516 Initiative +20
AC 42, Fortitude 39, Reflex 39, Will 42 Perception +26
Speed 6, teleport 3
Saving Throws +5; Action Points 2

TRAITS

☠ **Ravenous Ghosts** (necrotic) ♦ **Aura 5**
Allies within the aura deal 2d6 extra necrotic damage on melee attacks.

Oba's Ambition

Lalali-Puy regains a spent action point when an enemy cursed by her drops to 0 hit points or fewer.

STANDARD ACTIONS

⊕ **Repelling Touch** (force) ♦ **At-Will**
Attack: Melee 1 (one creature); +34 vs. Reflex
Hit: 6d8 + 9 force damage, and Lalali-Puy pushes the target 5 squares.

Effect: Lalali-Puy pushes each enemy cursed by her, other than the target, 2 squares.

☹ **Spirit Maw** (force, psychic) ♦ **At-Will**

Attack: Ranged 20 (one creature); +34 vs. Fortitude
Hit: 6d8 + 9 force damage, and Lalali-Puy slides the target 4 squares.

Effect: Lalali-Puy slides each enemy cursed by her, other than the target, 2 squares.

☠ **Spirit Gale** (necrotic, psychic) ♦ **Recharge** when first bloodied

Attack: Area burst 2 within 15 (enemies in burst); +32 vs. Will
Hit: 6d10 + 3 necrotic and psychic damage, and the target is immobilized (save ends).

Effect: One enemy cursed by Lalali-Puy that she can see is immobilized (save ends).

First Failed Saving Throw: The cursed enemy is stunned instead of immobilized.

Miss: Half damage, and the target is slowed until the end of Lalali-Puy's next turn.

MINOR ACTIONS

Oba's Curse ♦ **At-Will** (1/round)

Effect: One creature within 15 squares of Lalali-Puy is cursed (save ends). When Lalali-Puy deals damage with a melee or a ranged attack to a target other than the cursed creature, the cursed creature takes an equal amount of damage.

⚡ **Oba's Grasp** ♦ **Recharge** [1]

Attack: Close burst 15 (one creature cursed by Lalali-Puy in burst); +32 vs. Fortitude

Hit: Lalali-Puy ends one effect on her, including one that does not normally end on a save, and subjects the target to the same effect (save ends).

FREE ACTIONS

Oba's Blessing ♦ **At-Will**

Effect: Lalali-Puy removes her curse from one enemy she can see and ends one effect on her or an ally within 20 squares of her.

TRIGGERED ACTIONS

⚡ **Oba's Punishment** (psychic, teleportation) ♦ **At-Will**

Trigger: An enemy hits Lalali-Puy.

Attack (*Immediate Reaction*): Close burst 15 (triggering enemy); +32 vs. Will

Hit: 6d8 + 6 psychic damage, and Lalali-Puy teleports the target 10 squares.

⚡ **Oba's Vengeance** (necrotic, psychic) ♦ **Encounter**

Trigger: Lalali-Puy is first bloodied.

Attack (*No Action*): Close burst 15 (enemies in burst); +32 vs. Fortitude

Hit: 6d10 + 3 necrotic and psychic damage, and the target is stunned until the end of Lalali-Puy's next turn.

Effect: The target is subjected to *Oba's curse* (save ends).

Skills Arcana +27, Diplomacy +29, History +27, Insight +26, Nature +26, Religion +27

Str 13 (+15) **Dex** 22 (+20) **Wis** 25 (+21)

Con 26 (+22) **Int** 27 (+22) **Cha** 31 (+24)

Alignment evil **Languages** Common, Primordial

Equipment totem, multiple necklaces

LALALI-PUY IN COMBAT

Appalled by an attacker's temerity, Lalali-Puy opens with her most potent attacks and makes every effort to bestow and maintain *Oba's curse*. Once several foes are laboring under her curse, she focuses her attacks on the weakest opponent and encourages her allies to do the same.

NGANGA

Lalali-Puy's nganga templars, or witch doctors, are cut from Gulgan society. They give up their relationships and standing in the dagadas and use their mystical aptitude to serve the Oba. A nganga knows no mercy and never appears in public without its devil mask.

Nganga		Level 11 Artillery
Medium natural humanoid, human		XP 600
HP 90; Bloodied 45		Initiative +7
AC 23, Fortitude 23, Reflex 22, Will 24		Perception +9
Speed 6		
STANDARD ACTIONS		
⚔ Spirit Rattle (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d10 + 4 damage.		
☠ Ghost Lance (necrotic) ♦ At-Will		
Attack: Ranged 20 (one creature); +16 vs. Fortitude		
Hit: 4d6 + 5 necrotic damage.		
☞ Spectral Jaws (force) ♦ At-Will		
Attack: Ranged 12 (one creature); +18 vs. AC		
Hit: 2d8 + 10 force damage, and the target is immobilized (save ends).		
⚡ Devil Mask (fear, psychic) ♦ Encounter		
Attack: Close blast 3 (creatures in blast); +16 vs. Will		
Hit: 3d8 + 5 psychic damage, and the nganga pushes the target 3 squares. At the start of each of the target's subsequent turns, the nganga can push the target 3 squares as a free action (save ends).		
MINOR ACTIONS		
⚡ Curse of the Oba ♦ Encounter		
Effect: One creature within 15 squares of the nganga is cursed until the end of the encounter. When the nganga deals damage with a melee or a ranged attack to a target other than the cursed creature, the cursed creature takes an equal amount of damage.		
Skills Arcana +13, Insight +14, Stealth +12		
Str 15 (+7)	Dex 15 (+7)	Wis 18 (+9)
Con 18 (+9)	Int 17 (+8)	Cha 21 (+10)
Alignment evil		Languages Common, Primordial
Equipment spirit rattle, drums, mask, necklace		

NGANGAS IN COMBAT

A nganga delivers swift and painful justice from the shadows. It wields magic to injure a foe and send the enemy reeling toward a judaga fighter. The nganga uses the Oba's power to link an enemy to its weakest ally.

JUDAGA

Clad in pelts preserved and handed down since the Green Age, the judagas are fearsome headhunters hand-selected to serve in Lalali-Puy's retinue. These elite warriors guard their goddess and important courtiers. They move among the populace only when the nganga witch doctors feel a physical threat enter Gulg.

Judaga		Level 25 Skirmisher
Medium natural humanoid, human		XP 7,000
HP 231; Bloodied 115		Initiative +23
AC 39, Fortitude 36, Reflex 38, Will 37		Perception +25
Speed 6 (forest walk)		
Saving Throws +2 against charm and fear effects		
TRAITS		
Oba's Guardian		
When the judaga starts its turn within 6 squares of Lalali-Puy, it can shift as a minor action until the end of its turn.		
STANDARD ACTIONS		
⚔ Scimitar (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +30 vs. AC		
Hit: 6d8 + 6 damage.		
⚡ Leopard's Fury (weapon) ♦ Recharge when first bloodied		
Effect: The judaga shifts 6 squares and can move through enemies' spaces during the shift. During this movement, the judaga makes the following attack.		
Attack: Melee 1 (one, two, or three enemies); +30 vs. AC		
Hit: 3d8 + 9 damage, and ongoing 15 damage (save ends). The judaga pushes the target 2 squares.		
Skills Athletics +22, Endurance +23, Insight +25, Intimidate +20		
Str 21 (+17)	Dex 29 (+21)	Wis 26 (+20)
Con 23 (+18)	Int 13 (+13)	Cha 17 (+15)
Alignment evil		Languages Common, Primordial
Equipment scimitar, leopard skin mantle, necklace		

JUDAGAS IN COMBAT

Judagas spread out among foes, knowing they can swiftly return to their mistress's side if an enemy threatens her. They fight to the death to protect their Oba. When a foe is down, a judaga takes the opportunity to deliver a coup de grace, attempting to sever and seize the head of its foe.



MAETAN OF HOUSE LUBAR

FOR YEARS, MAETAN LUBAR TRAINED both his psionic powers and his political prowess in preparation for the day that he would command the house. That day came far sooner than anticipated, demonstrating that not even the nobility are immune to the harsh rigors of Athas. After his parents' deaths, Maetan began expanding the house's personal armies. He has overseen numerous efforts against Urik's smaller enemies, and he presses King Hamanu to let him lead the army against Tyr under the serpent banner of House Lubar.

LORE

History DC 22: Maetan is a member of House Lubar, which makes its fortune through a combination of mercantile oversight and ownership of many lucrative fields beyond the city's walls. Like most nobles, the members of Lubar rarely tend those lands personally, placing the burden of management on slaves and younger children. But house leaders might be neglecting those duties, for the eyes of the young patriarch are filled with greater ambitions.

ENCOUNTERS

The patriarch of House Lubar is never without bodyguards and servants—humans of all manner of abilities, from elsewhere in this book and the various *Monster Manuals*. In addition, Maetan sometimes has guards of other races, such as dwarves or goliaths, but such creatures are invariably slaves rather than employees of the house.



Maetan Lubar		Level 16 Elite Controller
Medium natural humanoid, human		XP 2,800
HP 302; Bloodied 151	Initiative +12	
AC 30, Fortitude 26, Reflex 29, Will 28	Perception +11	
Speed 6		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⚔ Longsword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d8 + 6 damage.		
☞ Serpent's Kiss (implement, psychic) ♦ At-Will		
Attack: Ranged 20 (one or two creatures); +20 vs. Will		
Hit: 4d8 + 6 psychic damage, and the target grants combat advantage to Maetan until the end of Maetan's next turn.		
☞ Insidious Worm (charm, implement, psychic) ♦ At-Will		
Attack: Ranged 10 (one creature granting combat advantage to Maetan and able to take actions); +19 vs. Will		
Hit: 3d10 + 7 psychic damage, and the target makes a melee basic attack against a target of Maetan's choice as a free action.		
☞ Coils of Lubar (implement, psychic) ♦ Recharge when Maetan uses <i>psionic augment</i>		
Attack: Area burst 1 within 10 (enemies in burst); +20 vs. Will		
Hit: 3d10 + 7 psychic damage, and the target is restrained (save ends).		
Aftersave: The target takes 10 psychic damage.		
MINOR ACTIONS		
☞ Psychic Intrusion (charm, implement, psychic) ♦ Recharge when first bloodied		
Attack: Ranged 10 (one creature); +20 vs. Will		
Hit: The target is dominated (save ends).		
Aftersave: The target is dazed (save ends).		
TRIGGERED ACTIONS		
☞ Psionic Augment (psychic) ♦ Recharge when first bloodied		
Trigger: Maetan hits with <i>serpent's kiss</i> or <i>insidious worm</i> .		
Effect (Free Action): The triggering attack deals 2d8 extra psychic damage.		
☞ Mind Fog (illusion, implement, psychic) ♦ Encounter		
Trigger: Maetan is hit by a melee attack.		
Attack (Immediate Reaction): Close burst 3 (enemies in burst); +20 vs. Will		
Hit: 4d6 + 10 psychic damage, and the target treats Maetan as invisible (save ends).		
Skills Arcana +20, Bluff 18, Insight +16, Intimidate +18		
Str 18 (+12)	Dex 19 (+12)	Wis 17 (+11)
Con 15 (+10)	Int 24 (+15)	Cha 21 (+13)
Alignment evil	Languages Common, telepathy 5	
Equipment robes, longsword, orb		

MAETAN IN COMBAT

Maetan focuses his powers on enemies that are engaged in combat with his allies, leaving the foes vulnerable to attack or turning them into weapons against their own compatriots. He is arrogant and proud of his prowess with the longsword. Out of sheer hubris, he might allow foes to draw too near, or he might hesitate to flee a losing battle.

MEAREDES, SENTINEL OF SHAULT

MEAREDES HAS THE VIGOR and musculature of a youth, combined with the age-lined face of an older goliath. The giants of Shault love and respect her, calling her “Little Grandmother” and rushing to her aid if anyone attempts to do her harm.

Mearedes and her three apprentices—the stone giants Shakka and Shola, and Hippolexes the dwarf—take the safety and secrecy of the isle seriously. Trespassers who intrude upon Shault must agree to undergo a ritual that ensures they can never speak of the island’s existence to others. Anyone who refuses the ritual is attacked. Those who help fight for the island’s safety against raiders or giants of rival tribes find the druids to be potent allies.



LORE

Nature DC 23: The Isle of Shault, hidden within the reaches of the Sea of Silt, is one of the greenest areas remaining in or near the Tyr Region, and it has not stayed that way by accident. Few people have heard of the island, fewer still know how to find it, and only a fraction of those who do find it ever return. The forests and jungles of Shault are not only surrounded by the Sea of Silt but are also protected by native giants and a cabal of druids led by the goliath Mearedes.

ENCOUNTERS

Mearedes enters combat only if her allies require aid, so she is never encountered alone. She is found most frequently in the company of her three apprentices or among the stone giants and beast giants of the island.

Mearedes	Level 18 Controller	
Medium natural humanoid, goliath	XP 2,000	
HP 176; Bloodied 88	Initiative +12	
AC 32, Fortitude 31, Reflex 27, Will 31	Perception +21	
Speed 6		
STANDARD ACTIONS		
⚔ Thorny Staff (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 4d10 + 4 damage, and the target is slowed until the end of Mearedes's next turn.		
☹ Flame Seed (fire) ♦ At-Will		
Attack: Ranged 10 (one creature); +22 vs. Reflex		
Hit: 4d8 + 8 fire damage. Until the end of Mearedes's next turn, the target and any enemy that enters a square adjacent to the target or that starts its turn there takes 5 fire damage.		
✳ Lashing Vines (zone) ♦ Recharge [1]		
Attack: Area burst 2 within 20 (creatures in burst); +22 vs. Reflex		
Hit: 4d8 + 8 damage.		
Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 3d8 damage and is slowed until the end of its turn.		
MINOR ACTIONS		
🐾 Form of the Ghost Panther (polymorph) ♦ Encounter		
Effect: Mearedes assumes the form of a ghost panther and shifts 3 squares. The form lasts until the end of her next turn. While in this form, her speed increases by 4, she becomes insubstantial and is phasing, and she cannot attack. She can end the effect as a free action.		
Sustain Minor: The effect persists.		
🪨 Stone's Endurance ♦ Encounter		
Effect: Mearedes gains resist 10 to all damage until the end of her next turn.		
Skills Athletics +16, Insight +21, Nature +21, Stealth +17		
Str 15 (+11)	Dex 16 (+12)	Wis 25 (+16)
Con 24 (+16)	Int 18 (+13)	Cha 22 (+15)
Alignment unaligned		Languages Common, Elven, Giant
Equipment robes, staff		

MEAREDES IN COMBAT

Mearedes prefers to use her powers to impede her enemies, allowing the giants or her apprentices to finish them off. She shifts in and out of her ghost panther form to position herself more effectively or to flee a difficult battle so that she can fight another day. Mearedes is not averse to hurling fire when the need arises, but she uses that attack as a last resort.

NIBENAY

FOR TWENTY CENTURIES, the Shadow King trusted the temple bureaucracy to see to his kingdom's affairs as he luxuriated in his arcane studies. But the death of King Kalak in Tyr has dislodged Nibenay from his comfortably oblivious state, and the nobles and templars of the city-state are scrambling to cover a plethora of sins and slights from his renewed attention.

LORE

History DC 33: For ages, Nibenay spent his days in isolation, researching and performing rituals to increase his knowledge and power. Recently, however, the slaying of King Kalak of Tyr has reawakened the ruler in him. In the past several weeks, he has called several councils, deposed dozens of templar-wives, and begun to monitor his armed forces and noble houses. His scrutiny has sent terror through the ranks of Nibenese power wielders, none of whom abstained from dark dealings to gain their positions.

Nibenay has not completely abandoned his studies, though. He is rumored to be exploring Athas's distant past. Speculators believe he might be looking for a way to bring about a new age.



ENCOUNTERS

High consorts are Nibenay's surest allies, as are the Shadow King's personal arcane assistants. They alone know that Nibenay is not the handsome, regal human the rest of the world sees. Rather, he has taken on a draconic aspect, which he adopts for important meetings. Nibenay's inner circle also includes his half-monster son, Dhojakt, as well as an elite band of goliath warriors.

NIBENAY

Nibenay prefers to sequester himself in the Naggaramakam, the royal compound where he studies the mysteries of the worlds. He emerges only to lead his army to war or to crush internal rebellions.

Nibenay, Sorcerer-King		Level 29 Elite Controller
Large natural humanoid		XP 30,000
HP 532; Bloodied 266		Initiative +19
AC 43, Fortitude 40, Reflex 38, Will 42		Perception +25
Speed 6, teleport 6		Darkvision
Saving Throws +2; Action Points 1		
TRAITS		
Sorcerer-King's Guile		
Nibenay doesn't provoke opportunity attacks by making ranged or area attacks.		
STANDARD ACTIONS		
⊕ Dragon's Talon ♦ At-Will		
Attack: Melee 2 (one creature); +34 vs. AC		
Hit: 6d10 + 4 damage, and the target is restrained (save ends).		
⊕ Ego Whip (psychic) ♦ At-Will		
Attack: Ranged 10 (one creature); +33 vs. Will		
Hit: 4d12 + 11 psychic damage, and the target is dazed (save ends).		
⤵ Ego Storm ♦ At-Will		
Effect: Nibenay uses <i>ego whip</i> twice.		
✱ Defiling Burst (necrotic) ♦ Recharge ☒ ☒		
Effect: Each enemy adjacent to Nibenay takes 15 necrotic damage.		
Attack: Area burst 2 within 10 (enemies in burst); +31 vs. Fortitude. Nibenay gains a +1 bonus to these attack rolls for each enemy damaged by this power's effect.		
Hit: 4d10 + 15 necrotic damage.		
MINOR ACTIONS		
Zone of Shadows (zone) ♦ Recharge when this power's zone ends		
Effect: Nibenay creates a zone in a close burst 1 that lasts until the end of Nibenay's next turn. The zone blocks line of sight for all creatures except Nibenay. Enemies are blinded while within the zone.		
TRIGGERED ACTIONS		
Arcane Defiling (necrotic) ♦ At-Will		
Trigger: Nibenay hits and deals damage to an enemy with <i>dragon's talon</i> or <i>ego whip</i> .		
Effect (Free Action): Each enemy within 2 squares of Nibenay takes 10 necrotic damage, and the triggering enemy is weakened until the end of Nibenay's next turn.		
Nibenay's Demand (necrotic) ♦ At-Will		
Trigger: Nibenay is subject to an effect that a save can end.		
Effect (Immediate Reaction): One enemy within 5 squares of Nibenay takes 10 necrotic damage, and Nibenay makes a saving throw against the triggering effect.		
Skills Arcana +28, Insight +25, Intimidate +29		
Str 18 (+18)	Dex 20 (+19)	Wis 23 (+20)
Con 26 (+22)	Int 28 (+23)	Cha 30 (+24)
Alignment evil		Languages Common

NIBENAY IN COMBAT

Exceptionally cranky when forced to put aside his studies, Nibenay radiates his displeasure. An enemy that draws too near the Shadow King suffers a barrage of defiling power. Meanwhile, Nibenay verbally shreds an interloper too fearful to approach, psychically lashing it for its meek manner in battle. Then, he teleports to its side and stabs it. A little blood on the hands is good for the soul.

SHADOW BRIDE

Nobles and powerful templars snub Nibenay's lowest-ranking templar-wives, calling them "shadow brides" and mocking their barren beds and trivial stations in the kingdom's governance. Shadow brides frequently become pawns in the city-state's vast and intricate political dance. Newly initiated brides can be susceptible to bribery, and the craftier templar-wives work multiple sides of a conflict to scheme their way into the city-state's higher echelons.

Shadow Bride		Level 13 Soldier	
Medium natural humanoid		XP 800	
HP 130; Bloodied 65		Initiative +14	
AC 29, Fortitude 23, Reflex 27, Will 25		Perception +15	
Speed 6			
STANDARD ACTIONS			
⊕ Obsidian Short Sword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 4d6 + 7 damage.			
⊗ Shadow Bolt (cold, implement, necrotic) ♦ At-Will			
Attack: Ranged 5 (one creature); +16 vs. Reflex			
Hit: 2d8 + 9 cold and necrotic damage.			
← Demand Penitence (implement, psychic) ♦ Recharge ☼ ☼ ☼			
Attack: Close burst 5 (one or two creatures in burst marked by the shadow bride); +16 vs. Will			
Hit: 4d6 + 7 psychic damage, and the bride pulls the target 4 squares and knocks it prone.			
MINOR ACTIONS			
⚡ Curse of the Shadow King ♦ At-Will			
Effect: A creature adjacent to the bride is marked. The marked creature grants combat advantage until the end of the bride's next turn.			
TRIGGERED ACTIONS			
⚡ Nibenay's Retribution (fire, necrotic, teleportation, weapon) ♦ At-Will			
Trigger: A enemy marked by the bride and within 6 squares of her makes an attack that does not include the bride as a target.			
Effect: The bride teleports to a square adjacent to the triggering enemy.			
Attack (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy); +18 vs. Fortitude			
Hit: 3d10 + 3 fire and necrotic damage.			
Skills Arcana +13			
Str 14 (+8)	Dex 23 (+12)	Wis 19 (+10)	
Con 18 (+10)	Int 14 (+8)	Cha 16 (+9)	
Alignment evil		Languages Common	
Equipment obsidian short sword, rod, robes			

SHADOW BRIDES IN COMBAT

A shadow bride is a scrappy fighter and doesn't mind getting her hands dirty. In fact, she prefers it. She

unleashes her built-up rage for those noble snakes who condescend to her upon any who dare assault her. She reserves her psychic punishments for beautifully dressed or well-spoken adversaries.

HIGH CONSORT

High consorts are the highest-ranking members of Nibenay's templars. Each rules one of the five temples. Together, the temples control every aspect of the city-state's management. Like Nibenay's noble houses, the consorts jockey for position. Nibenay doesn't interfere in their feuds, which frequently lead to backstabbing, temporary alliances, assassinations, and small wars of intrigue.

High Consort		Level 27 Artillery	
Medium natural humanoid		XP 11,000	
HP 192; Bloodied 96		Initiative +22	
AC 39, Fortitude 36, Reflex 39, Will 38		Perception +17	
Speed 6		Low-light vision	
STANDARD ACTIONS			
⊕ Obsidian Spear (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +34 vs. AC			
Hit: 6d10 + 3 damage.			
⊗ Shadow Blast (cold, implement, necrotic) ♦ At-Will			
Attack: Ranged 20 (one or two creatures); +34 vs. AC			
Hit: 6d10 + 3 cold and necrotic damage.			
⚡ Cage of Shadows (force, implement) ♦ Recharge when first bloodied			
Attack: Ranged 10 (one creature); +32 vs. Fortitude			
Hit: 6d10 + 19 force damage, and the target is immobilized (save ends).			
MINOR ACTIONS			
🎁 Nibenay's Gift (cold, necrotic, teleportation) ♦ Recharge ☼ ☼ ☼			
Effect: Each enemy adjacent to the consort takes 15 cold and necrotic damage, and the consort teleports 6 squares and gains concealment until the end of her next turn.			
TRIGGERED ACTIONS			
⚡ Arcane Defiling (necrotic) ♦ At-Will			
Trigger: The consort misses with <i>shadow blast</i> or <i>cage of shadows</i> while an ally is within 2 squares of her.			
Effect (<i>Free Action</i>): Each ally within 2 squares of the courtesan takes 10 necrotic damage, and the consort rerolls the missed attack.			
Skills Arcana +22, Intimidate +26			
Str 14 (+15)	Dex 29 (+22)	Wis 18 (+17)	
Con 24 (+20)	Int 19 (+17)	Cha 26 (+21)	
Alignment evil		Languages Common	
Equipment obsidian spear, rod, templar robes			

HIGH CONSORTS IN COMBAT

A high consort fights from behind stronger allies, including Nibenay. As a favored wife, the consort is wrapped in Nibenay's magical protection. Anyone who dares touch her suffers a life-draining chill, and his wife teleports away from the interloper. From her new position, the consort hurls bolts of ice-cold anger at attackers. Unless her temple is in jeopardy, a high consort flees when a fight seems lost.

TECTUKTITLAY

MANY OF THE SORCERER-KINGS CLAIM DIVINITY, but none is as dogmatic about it as Tectuktitlay. The citizens of Draj worship him, not because they believe he is a god, but because they know the consequences if they don't.

LORE

History or Religion DC 29: Tectuktitlay demands his people's reverence. As the priests tell it, the moons Ral and Guthay gave the world their son, Tectuktitlay, a god in mortal flesh. Draj's agricultural bounty and prowess in battle is a gift, easily revoked, from the divine family. Whether citizens believe the story hardly matters. Self-preservation compels them to, at the least, go through the motions of worshiping Tectuktitlay.

Tectuktitlay regularly appears to his people atop the great pyramid of the Father and Master Temple, but they feel his eyes everywhere. His features are engraved on columns and structures throughout Draj, and his moon priests patrol every street and field.

Note: Citizens of Draj gain a +10 bonus to this check.



TECTUKTITLAY

Not only is the crude and cruel Tectuktitlay not a god, he is the weakest of Athas's sorcerer-kings. Perhaps it is that knowledge that fuels his fervor and drives his ambitions for Draj, a respected warrior state.

Tectuktitlay, Level 22 Elite Artillery (Leader)	
Sorcerer-King	
Medium natural humanoid	XP 8,300
HP 316; Bloodied 158	Initiative +18
AC 35, Fortitude 34, Reflex 34, Will 37	Perception +14
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Imposed Zealotry ♦ Aura 4	
Allies within the aura gain a +2 power bonus to attack rolls.	
☼ Bloody Vigor (healing) ♦ Aura 4	
Any bloodied ally that starts its turn within the aura regains 10 hit points.	
STANDARD ACTIONS	
⚔ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 6d4 + 15 damage.	
☾ Arrows of the Two Moons (necrotic, radiant) ♦ At-Will	
Attack: Ranged 20 (one creature); +27 vs. Fortitude	
Hit: 6d6 + 9 necrotic and radiant damage.	
⚡ Spear of the Sky (fire, lightning) ♦ At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +27 vs. Reflex	
Hit: 4d6 + 6 fire and lightning damage.	
☾ Double Attack ♦ At-Will	
Effect: Tectuktitlay uses arrows of the two moons and spear of the sky.	
☾ Kiss of the Two Moons (necrotic, radiant) ♦ Recharge when first bloodied	
Primary Attack: Ranged 20 (one creature); +27 vs. Fortitude	
Hit: 6d8 + 3 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage, and the target is weakened until the end of Tectuktitlay's next turn.	
Effect: Tectuktitlay makes a secondary attack against a different target.	
Secondary Attack: Ranged 20 (one creature); +27 vs. Fortitude	
Hit: 6d8 + 3 radiant damage, and the secondary target is blinded (save ends).	
Miss: Half damage, and the secondary target is blinded until the end of Tectuktitlay's next turn.	
☾ Thief of Hearts (necrotic) ♦ Recharge ☼ ☼	
Attack: Ranged 20 (one bloodied creature); +27 vs. Fortitude	
Hit: The target takes damage equal to its healing surge value.	
Effect: The target is dazed (save ends).	
TRIGGERED ACTIONS	
☼ Involuntary Sacrifice ♦ Recharge ☼ ☼	
Trigger: Tectuktitlay is hit by a melee or a ranged attack.	
Effect (Immediate Interrupt): Tectuktitlay chooses one ally within 4 squares of him. That ally shifts to a square adjacent to Tectuktitlay, and the attack hits that ally instead.	
Skills Bluff +25, Diplomacy +25, History +21, Religion +21	
Str 24 (+18)	Dex 25 (+18) Wis 17 (+14)
Con 20 (+16)	Int 21 (+16) Cha 29 (+20)
Alignment evil Languages Common	
Equipment obsidian dagger, breastplate of office, headdress	

TECTUKTITLAY IN COMBAT

The Father of Life is more accustomed to murder than combat, and he's adept at ripping hearts from unarmed victims. The arrogant Tectuktitlay rarely acknowledges personal danger and acts nonplussed as his servants beat down any threats. If his fighters seem to be outmanned, Tectuktitlay blasts enemies with bolts from the heavens.

MOON PRIEST

Moon priests are an insidious mix of bureaucrat and religious enforcer. They use thuggery and propaganda to safeguard Tectuktitlay's rulership. From the Gift's choked streets to the Fields of Plenty's seeded mudflats, the priests watch, condemn, and punish.

Moon Priest		Level 11 Controller (Leader)	
Medium natural humanoid, human		XP 600	
HP 110; Bloodied 55	Initiative +6		
AC 25, Fortitude 22, Reflex 23, Will 24	Perception +9		
Speed 6			
TRAITS			
☼ Enforced Zeal ◆ Aura 1			
Allies within the aura gain a +2 power bonus to damage rolls.			
STANDARD ACTIONS			
⚔ Scourge (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 2d8 + 10 damage, and the target takes a -2 penalty to attack rolls until the end of the moon priest's next turn.			
⚔ Worthy Sacrifice (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +15 vs. Reflex			
Hit: The moon priest knocks the target prone. Then the moon priest makes a secondary attack against the target.			
Secondary Attack: Melee 1; +16 vs. AC			
Hit: 4d4 + 9 damage, and the target is dazed (save ends). Each nonminion ally the moon priest can see gains 10 temporary hit points.			
MINOR ACTIONS			
☞ Sacrificial Summons (charm) ◆ At-Will (1/round)			
Attack: Ranged 15 (one creature); +15 vs. Will			
Hit: The moon priest pulls the target 5 squares, and the target grants combat advantage until the end of the moon priest's next turn.			
TRIGGERED ACTIONS			
🩸 Blood Demands Blood ◆ Encounter			
Trigger: The moon priest is first bloodied.			
Effect (Immediate Reaction): Allies within 5 squares of the moon priest gain a +2 bonus to attack rolls until the end of the moon priest's next turn.			
Skills Intimidate +16, Religion +14			
Str 11 (+5)	Dex 12 (+6)	Wis 18 (+9)	
Con 14 (+7)	Int 18 (+9)	Cha 22 (+11)	
Alignment evil		Languages Common	
Equipment dagger, scourge, headdress, robes			

MOON PRIESTS IN COMBAT

When not slaughtering slaves, a moon priest prefers to enter combat alongside tough allies. Despite being genuinely taken aback when someone opposes it, a moon priest is ready to lash out with its scourge or slit a throat with its dagger.

JASUAN TEMPLE GUARD

Named for the ambush drakes once common in Draj, jasuan are Tectuktitlay's knights, the most ruthless warriors of the city-state. From these noble ranks, Tectuktitlay chooses his temple guard, favoring mindless obedience above other traits. These soldiers protect the Father and Master Temple, the immense pyramid from which the sorcerer-king runs the city-state.

Jasuan Temple Guard		Level 21 Soldier	
Medium natural humanoid, human		XP 3,200	
HP 200; Bloodied 100	Initiative +18		
AC 37, Fortitude 34, Reflex 33, Will 32	Perception +17		
Speed 6			
TRAITS			
Wicked Cruelty			
Whenever the guard bloodies an enemy and it is the first time that enemy has been bloodied during an encounter, the guard gains 10 temporary hit points.			
STANDARD ACTIONS			
⚔ Obsidian Broadsword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 2d8 + 10 damage, and the target takes ongoing 10 damage and is marked (save ends both).			
☞ Bone Harpoon (weapon) ◆ Recharge when this power misses or an enemy saves against it			
Attack: Ranged 10 (one creature); +26 vs. AC			
Hit: 6d6 + 8 damage, and the target is immobilized (save ends).			
MINOR ACTIONS			
☞ Reel In (weapon) ◆ At-Will (1/round)			
Attack: Ranged 10 (one creature immobilized by bone harpoon); +24 vs. Fortitude			
Hit: The guard can pull the target 5 squares or knock it prone. If the guard pulls the target to a square adjacent to the guard, the guard uses <i>obsidian broadsword</i> against the target.			
Str 26 (+18)	Dex 22 (+16)	Wis 14 (+12)	
Con 24 (+17)	Int 11 (+10)	Cha 18 (+14)	
Alignment evil		Languages Common	
Equipment obsidian broadsword, bone harpoon			

TEMPLE GUARDS IN COMBAT

Swift to charge in and engage any potential foe, or even any vaguely troublesome passerby, a temple guard uses its bone harpoon to impede swift enemies. A guard gains vigor from bloodshed and grins toothily every time it reels in a newly speared opponent.

ENCOUNTERS

Never seen outside Two Moon City, Tectuktitlay is normally accompanied by golems and jasuan knights of the Black Guard. While Tectuktitlay would never dirty himself in the outer city, the common folk still rise up to defend the Father of Life and his reputation from outsiders. Even if they aren't convinced of Tectuktitlay's divinity, citizens aren't willing to risk siding against him.

ULRUUN THE REPUGNANT

IN WHAT MIGHT AS WELL HAVE BEEN A PAST LIFE, Ulsruun was a rugged, muscle-bound gladiator in Nibenay's arena. Over many years of combat, he grew to envy—and occasionally, after a particularly theatrical victory, to sample—the luxuries of the wealthy and powerful. The dwarf eventually earned his freedom not through combat in the arena but by committing murder on behalf of his patron. Since then, Ulsruun has used his knowledge of the arena and the slave trade to enjoy a life of opulence and debauchery.

LORE

Streetwise DC 16: Ulsruun—whose nickname “the Repugnant” is widely known but never spoken to his face—is a squat, rotund dwarf with weak features. He serves as one of the auctioneers in Nibenay's slave market and runs a small slaving operation of his own on the side. Ulsruun is extremely, even obsequiously, loyal to House Shom—or rather, to House Shom's coin. What earns Ulsruun his nickname is that he understands the suffering he imposes on others because he was once a slave.



ENCOUNTERS

Ulsruun travels with a cadre of bodyguards, in case a furious slave or a business competitor should attempt to accomplish what years in the arena could not. He prefers large and intimidating guards such as muls and goliaths, though he usually has a human or a halfling hiding in the crowd nearby, as well. Ulsruun's vicious nature often surprises those who judge him by his dandified looks, but unless forced to raise his blade or his walking stick, he's content to let his guards do the fighting. The dwarf has been known to hide behind lines of chained slaves, using them as living shields.

Ulsruun		Level 8 Soldier
Medium natural humanoid, dwarf		XP 350
HP 89; Bloodied 44		Initiative +6
AC 24, Fortitude 22, Reflex 18, Will 22		Perception +6
Speed 5		Low-light vision
Saving Throws +5 against poison effects		
TRAITS		
Stand the Ground		
Whenever Ulsruun is pulled, pushed, or slid, he can move 1 square less than the effect specifies.		
Steady-Footed		
Ulsruun can make a saving throw to avoid falling prone.		
STANDARD ACTIONS		
⊕ Dagger (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 4d4 + 6 damage.		
Effect: The target is marked until the end of Ulsruun's next turn.		
⊕ Hamstring (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: 2d8 + 7 damage. Until the end of Ulsruun's next turn, the target falls prone if it moves more than half its speed as part of a move action.		
MINOR ACTIONS		
⊗ Hurled Cane (weapon) ◆ Encounter		
Attack: Ranged 5 (one creature); +11 vs. Reflex		
Hit: The target falls prone and is immobilized until the end of Ulsruun's next turn.		
TRIGGERED ACTIONS		
⊕ Stay Put ◆ At-Will		
Trigger: An enemy marked by Ulsruun shifts away from a square that is adjacent to Ulsruun.		
Effect (Immediate Interrupt): Ulsruun uses hamstring against the triggering enemy.		
Skills Bluff +13, Heal +11, Insight +11, Intimidate +13		
Str 20 (+9)	Dex 11 (+4)	Wis 14 (+6)
Con 17 (+7)	Int 13 (+5)	Cha 19 (+8)
Alignment evil		Languages Common, Dwarven
Equipment fine clothes, dagger, walking stick		

ULRUUN IN COMBAT

Ulsruun has gone to fat, appearing soft and even foppish as he struts about Nibenay with his ornate walking stick, but he remembers the lessons of the arena. He's brutally efficient with his dagger, capable of crippling stronger opponents, and he doesn't hesitate to use it. Better a hobbled slave who fetches a smaller price than an escaped slave who fetches none.

ZEBURON, THE IRON RIDER

ZEBURON NEVER SPEAKS TO HIS VICTIMS. He presents himself as a grim elemental force, and this description is more accurate than many realize. Most of the Black Sands Raiders think that Zeburon is a human, but in truth, he is a tiefling. His helm has been carefully shaped to hide the fact that the horns protrude through the iron, not from it. Zeburon has no tail, having severed it himself years ago, and most people assume that the faint red tinge to his skin is the result of the burning sun. Only the defiler Fevik and a few of Zeburon's most trusted lieutenants know the truth about their leader; the other raiders never see him without his helm. If the Iron Rider's true nature were revealed, no one can say how his pack would react.

LORE

Streetwise DC 20: The brutal Zeburon, known as the Iron Rider, leads the murderous Black Sands Raiders. Few desert raiders are as feared as Zeburon and his followers. They haunt the ruined region called the Black Sands. Always numbering one hundred, these vicious bandits ride war-trained kanks into battle, waylaying travelers and assaulting towns.

Zeburon wears a helm of iron that covers his entire head and face. Two horns protrude from atop the expanse of metal, which has no facial features—only slitted eyes and ancient runes etched into its surface.

ENCOUNTERS

Like most of his followers, the Iron Rider enters battle on the back of a kank so that he always has at least one ally on which he can rely. Zeburon's ally, Fevik, is rarely far from Zeburon's side. The Iron Rider's band consists of humans, muls, and goliaths. Zeburon and the Black Sands Raiders prefer frontal assaults, and they are normally encountered on the roads or in the open desert.

ZEBURON IN COMBAT

Always at the forefront of battle, Zeburon relishes nothing more than the thrill of combat. He loves wading into throngs of lesser opponents just as much as engaging in one-on-one combat with a worthy adversary. The tiefling despises anyone who tries to attack him from a distance, and he directs his allies to punish such cowards. Nobody, including Zeburon, knows whether he would flee from a losing battle because, so far, he's never lost one.

Zeburon	Level 12 Elite Soldier	
Medium natural humanoid, tiefling	XP 1,400	
HP 246; Bloodied 123	Initiative +11	
AC 28, Fortitude 25, Reflex 23, Will 24	Perception +8	
Speed 6	Low-light vision	
Resist 10 fire		
Saving Throws +2; Action Points 1		
TRAITS		
Bloody Violence		
Zeburon's melee attacks and weapon attacks deal 3d6 extra damage against bloodied creatures.		
STANDARD ACTIONS		
⚔ Bastard Sword (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d10 + 9 damage.		
⚔ Wild Bloodletting (weapon) ⚡ Recharge when first bloodied		
Attack: Close burst 1 (enemies in burst); +17 vs. AC		
Hit: 3d6 + 7 damage, and the target is slowed and takes ongoing 10 damage (save ends both).		
MINOR ACTIONS		
✊ Iron Fist ⚡ At-Will (1/round)		
Attack: Melee 1 (one creature); +15 vs. Fortitude		
Hit: 3d6 + 10 damage, and the target is immobilized until the end of Zeburon's next turn.		
Infernal Wrath ⚡ Encounter		
Effect: Zeburon gains a +1 power bonus to attack rolls and a +4 power bonus to damage rolls against any enemy that hit him since the end of his last turn. The bonus lasts until the end of Zeburon's next turn or until he hits an enemy.		
Skills Athletics +17, Endurance +15, Intimidate +15		
Str 23 (+12)	Dex 17 (+9)	Wis 14 (+8)
Con 19 (+10)	Int 12 (+7)	Cha 19 (+10)
Alignment chaotic evil		Languages Common, Giant
Equipment sword, iron helm		



ENCOUNTER OPTIONS

THE POSTAPOCALYPTIC world of Athas presents unique encounter opportunities and environments that can be a challenge for a Dungeon Master. Giving your **DARK SUN** campaign a flavor appropriate to this setting requires a little work on your part, but several tools can make your task easier. You can make monsters, terrain, and nonplayer characters feel Athasian with a few simple techniques.

In this chapter, you'll find the following information.

- ◆ **Customizing Monsters:** Advice for converting published monsters to fit into the **DARK SUN** setting.
- ◆ **Monster Themes:** Four new themes to adapt creatures to the harsh realities of Athas: arena-bred, elementally infused, psionic adept, and sunwarped.
- ◆ **Athasian Fantastic Terrain:** New terrain effects, fantastic terrain, and terrain powers for designing encounters on Athas.
- ◆ **Hazards:** A selection of hazards suitable for both the gladiatorial arena and wilderness encounters.



BEN WOOTTEN



CUSTOMIZING MONSTERS

A dying world, Athas stands apart from traditional fantasy campaign settings. Likewise, Athasian monsters have a distinctive, desperate edge that marks them as survivors in an unforgiving environment. This quality permeates a creature's background, as well as its look, attitude, and powers.

This book contains monsters designed specifically for the world of Athas, but the differences of the DARK SUN setting need not disqualify the creatures that appear in other DUNGEONS & DRAGONS publications. You can adapt any monster to seem perfectly at home under the crimson sun when you spring it on your players. Decide what monsters you'd like to include in your campaign, then figure out what you need to do to shape them for Athas.

KEEP IT RECOGNIZABLE

You and your players are likely to be familiar with traditional DUNGEONS & DRAGONS settings, such as FORGOTTEN REALMS or EBERRON, or with a campaign world of your creation. You can use such knowledge to accent the differences between an Athasian version of a monster and its normal counterpart. Staying close to the original monster not only gives players something familiar as a point of reference, it also offers them the opportunity to discover how Athas challenges their expectations.

CUSTOMIZATION OPTIONS

You have a number of choices when introducing a monster to the world of Athas.

No Changes: The act of introducing a monster to your game makes it belong there; you decide why it is a part of the world. Plenty of monsters from other sources are fine to use without alteration. They already feature the brutal edge or the survivalist mentality that makes them appropriate to the DARK SUN setting. Gnolls, for example, seem tailor-made for Athas: Savage and without mercy, they ravenously hunt the wastes and savannahs in search of blood and loot.

Different Appearance: Animals exactly like those found on Earth are unusual on Athas, but you can still use horses, dogs, tigers, and the like by adjusting their appearance or lifestyle to fit that world. A beast might adopt a different diet to survive; for example, an animal might be omnivorous or carnivorous instead of herbivorous. Bony plates or leathery skin might replace fur or hair, or the creature could have an orange or a tan coloration more appropriate to the arid landscape, with a splash of odd color to signify mutation. For example, hill giants inhabiting the desert might have yellow or brown skin; those of the red-rock badlands might be rust-red in hue.

Altered Environment: Monsters that normally live in or near water or in frozen lands do not fit well into the desert environment of Athas. To make a creature more suitable to that setting, transform it into an earth burrower or a sand swimmer. The remorhaz is perfect for Athas when reimagined as an elemental sand dweller that sucks the heat out of the scorching air, perhaps with a carapace resembling dusty rock rather than glacial ice.

You can also leave an aquatic creature unmodified as an unpleasant surprise for adventurers who discover a body of precious water. Aberrant creatures are especially suited to this treatment. A chuul, for instance, could be the guardian of an oasis polluted by defiling magic.

Alternative Lore: If you plan to use a given monster more than a few times, consider revising its origin, background, and other associated lore. Sometimes a minor adjustment is enough, as in the case of the eidolon. Unless this creature is haunting a ruin from the Green Age, when gods still existed, you can change its divine creation ritual to an arcane rite performed by elemental priests or the sorcerer-kings. Astral- and divine-oriented creatures might require extensive reworking, if you decide to use them at all. For instance, an angel should be exceedingly rare in any DARK SUN campaign. Its existence on Athas raises difficult questions about the gods, the Astral Sea, and travel through the Gray.

New Powers: You chose the monster because you like it and its abilities, but it lacks an Athasian flavor. Try giving it a distinctive power or modifying an existing power, while maintaining the monster's role. See the "Monster Themes" section beginning on page 126 for examples of such variant powers.

EXAMPLE MONSTER CONVERSIONS

The following two monsters from published material have been adjusted for Athas with minimal changes.

SILT SHARK

A fleshtearer shark (*Monster Manual 2*, page 182) could be used unchanged, an aquatic horror lurking in an oasis or an underground lake. But what if it swam the Sea of Silt instead, or were a "sand shark" alternative to a bulette? Such a nonaquatic creature needs to be good at burrowing, but only through sand and loose earth, and should have reasonable speed. Training in Athletics helps the shark make jumping attacks. This modified monster might be a good pet or guard animal for other burrowing monsters of Athas, such as anakores.



SSURRAN DUNE MYSTIC

Ssurrans are the lizardfolk of the Athasian wastes. The example below converts the greenscale marsh mystic (*Monster Manual*, page 179) to a ssurran version, based on information provided in the “Ssurran” entry, and changes powers’ names to be more appropriate to the theme. The dune mystic is a little tougher than the marsh mystic, with a higher Constitution score to reflect the Athasian edge. Its basic attack includes a slight control effect (pushing the target), matching that of the ssurran shaman. This customized monster is a great leader for a low-level ssurran encounter.

Silt Shark Level 10 Brute

Large natural beast XP 500

HP 128; Bloodied 128 Initiative +8
 AC 22, Fortitude 23, Reflex 21, Will 22 Perception +9
 Speed 5, burrow 8 Low-light vision, tremorsense 10

TRAITS

Silt Swimmer

The shark can shift and charge while burrowing. While burrowing, the shark gains a +2 power bonus to damage rolls against any creature without a burrow speed. The shark cannot burrow through solid stone.

STANDARD ACTIONS

⊕ Bite ◆ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 2d8 + 7 damage.

⊕ Lockjaw Charge ◆ At-Will

Effect: The shark charges and makes the following attack in place of a melee basic attack.

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d8 + 7 damage, and the shark grabs the target. When the grab ends, the target takes ongoing 5 damage (save ends).

⊕ Shredding Teeth ◆ At-Will

Effect: One creature grabbed by the shark takes 3d8 + 7 damage.

TRIGGERED ACTIONS

Feeding Frenzy ◆ At-Will

Trigger: The shark starts its turn within 5 squares of a bloodied creature.

Effect (Free Action): If the shark is grabbing a creature, the grab ends, and the shark uses *bite* against a creature adjacent to it.

Skills Athletics +15

Str 21 (+10) Dex 16 (+8) Wis 18 (+9)
 Con 18 (+9) Int 2 (+1) Cha 15 (+7)

Alignment unaligned Languages –

Ssurran Dune Mystic Level 6 Controller (Leader)

Medium natural humanoid (reptile), lizardfolk XP 250

HP 72; Bloodied 36 Initiative +5
 AC 19, Fortitude 18, Reflex 17, Will 19 Perception +7
 Speed 6 (earth walk)

TRAITS

☀ Sun Blessing (healing) ◆ Aura 5

Any ally that starts its turn within the aura regains 3 hit points.

STANDARD ACTIONS

⊕ Spear (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 1d8 + 4 damage, and the mystic pushes the target 2 squares.

☁ Salt Cloud (poison) ◆ Recharge ☁ ☁ ☁

Attack: Area burst 2 within 10 (creatures in burst); +9 vs. Fortitude

Hit: 2d8 + 4 poison damage, and the target is dazed until the end of the mystic’s next turn.

☁ Sand’s Grasp (zone) ◆ Encounter

Attack: Area burst 2 within 10 (creatures in burst); +9 vs. Reflex
 Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Skills Athletics +10, Nature +12

Str 14 (+5) Dex 14 (+5) Wis 19 (+7)
 Con 16 (+6) Int 10 (+3) Cha 12 (+4)

Alignment unaligned Languages Draconic

Equipment bone breastplate, spear

MONSTER THEMES

Dungeon Master's Guide® 2 introduced monster themes, collections of related powers to give a group of monsters a shared look and feel. You can use the themes presented here to create monsters suited to Athas.

Each monster theme begins with an explanation of

the theme and then presents a suite of options for customizing your monsters. These include story-based changes, such as alterations to a monster's appearance or behavior, as well as statistical adjustments in the form of skill modifications and new powers.

ARENA-BRED MONSTER

The arena is the main entertainment in any city-state. Desperate gladiators fight crazed beasts in battles where brutal exhibitionism is as important as survival. Although captured creatures might be thrown directly into combat, arena-bred monsters make for a better show. Arena templars and trainers use methods both mundane and magical to change a creature's appearance or behavior.

Skill Modifications: +2 bonus to Intimidate checks and to Athletics or Acrobatics checks.

ATTACK POWERS

Creatures of the arena need to be aggressive enough to prolong a fight. A short spectacle is an inefficient use of resources and a poor distraction for the oppressed masses.

BERSERK PASSAGE

Starved and half-crazed from abuse, the creature lashes out furiously when frightened, confused, or cornered. *Berserk passage* works well with creatures that fight alone or have limited attacks.

STANDARD ACTIONS

Berserk Passage ◆ Recharge ☒ ☒

Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.

BLEEDING ATTACK

Arena spectators thirst for blood, and this attack delivers. The monster inflicts a deep, bleeding wound on an opponent, whether through serrated claws and teeth or special combat training.

This power is especially appropriate for brutes. Give the power a limited recharge (☒ ☒) if the monster is elite or solo.

TRIGGERED ACTIONS

Bleeding Attack ◆ Encounter

Trigger: This creature bloodyies an enemy.

Effect (Free Action): That enemy takes ongoing 5 damage (save ends).

Aftereffect: That enemy takes ongoing 2 damage (save ends).

Level 11: Ongoing 10 damage. **Aftereffect:** Ongoing 5 damage.

Level 21: Ongoing 15 damage. **Aftereffect:** Ongoing 10 damage.

BRUTAL FLOURISH

The creature has been trained to finish off an opponent in spectacular fashion, urged on by the cheers of the crowd.

TRIGGERED ACTIONS

Brutal Flourish ◆ At-Will

Trigger: This creature bloodyies an enemy or reduces an enemy to 0 hit points.

Effect (Free Action): This creature makes a melee basic attack.

DEATH BURST

A creature that has this power provides a grand finish that exhilarates the crowd. The magic that binds



MICHAEL PHILIPPI

implanted items to it might unravel violently when the creature dies, or the creature could be fitted with an alchemical device that explodes on death.

When running an arena combat, you should hint at a possible *death burst*, since the knowledge affects how the players treat the monster tactically. A controller or an artillery creature especially benefits if its opponents refuse to close with it.

You can vary this power to suit your vision of the monster. For example, the burst can be triggered when the creature is bloodied, and again when it is reduced to 0 hit points. Such an adjustment suits elite or solo monsters. You might also couple a burst triggered when the creature is bloodied with the loss of another attack power added with this theme, perhaps representing a detached limb or a lost weapon.

TRIGGERED ACTIONS

◀ Death Burst ♦ Encounter

Trigger: This creature drops to 0 hit points.

Attack (No Action): Close burst 2 (enemies in burst); level + 3 vs. Reflex

Hit: 8 + this creature's level damage.

RETALIATION STRIDE

The creature dares opponents to attack it as it moves, responding to any hit like a striking viper. This power works well with skirmishers and artillery. The recharge might cause its opponents to hesitate, wondering if the power is available again, and give the creature a tactical advantage.

MOVE ACTIONS

Retaliation Stride ♦ Recharge ☒ ☒

Effect: This creature moves its speed. Any enemy that hits it with an opportunity attack during the move takes damage equal to 8 + this creature's level.

UTILITY POWERS

Surviving an arena bout—or at least drawing out the spectacle for as long as possible—requires cunning and resilience, and often a bit of luck.

INTERVENING ARMOR

The creature wears armor that looks impressive but has no practical use. It can occasionally use the showy outfit to deflect an incoming attack, though less reliably than with real armor.

TRIGGERED ACTIONS

Intervening Armor ♦ Encounter

Trigger: This creature is hit by an attack against AC or Reflex.

Effect (Immediate Interrupt): This creature gains a +2 bonus to the targeted defense.

NECESSARY BETRAYAL

Necessary betrayal is useful to artillery, controllers, and lurkers, all of which depend on teammates to keep

them safe. A creature might save its own neck by abusing its allies' trust.

TRIGGERED ACTIONS

Necessary Betrayal ♦ Encounter

Trigger: This creature is hit by a melee or a ranged attack while adjacent to an ally.

Effect (Immediate Interrupt): This creature shifts 1 square and slides the ally 1 square into the space it occupied. The ally takes the damage from the triggering attack instead of this creature.

SHAKE IT OFF

Veteran gladiators know that a moment's weakness can be fatal. They have become inured to unusual effects and situations.

TRIGGERED ACTIONS

Shake It Off ♦ Encounter

Trigger: This creature is subjected to an effect that a save can end.

Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.

TURN THE TABLES

When its life is on the line, an arena-bred monster can't afford to be outmaneuvered. Skirmishers and artillery are particularly adept at slipping out of a tight spot.

TRIGGERED ACTIONS

Turn the Tables ♦ Encounter

Trigger: This creature is pushed, pulled, slid, or knocked prone.

Effect (Immediate Reaction): This creature stands up if prone and then shifts 2 squares.

ATTACHED WEAPONS

A creature that doesn't normally use weapons might have one grafted onto it. Magical or psionic alteration allows it to control the weapon even without the required limbs. Arena keepers might severely alter, or replace, a creature's normal appendages. Such mutilation cripples the creature so that it is good for only one bloody battle.

Attached weapons—especially ranged weapons or those that provide reach—can change a creature's role. Soldiers, brutes, and skirmishers work best with attached melee weapons. A controller or an artillery monster might use any sort of weapon; a melee attachment compensates for weakness in close combat, while a ranged weapon gives it another choice at a distance.

To attach a weapon to a monster, pick a weapon and decide how the monster uses it. Is it an alternative basic attack or a special finishing move? Then decide if the monster can lose the weapon. For example, the modified limb might be severed when the monster is first bloodied.

ELEMENTALLY INFUSED MONSTER

Raw, unchecked elemental power and defiling magic ravage swaths of Athas. The entropic energy and mutable nature of the Elemental Chaos pour into the world and alter its inhabitants in strange and terrible ways.

Creatures that become elementally infused might breed true. You can change the creature's origin to elemental to reflect this fundamental change, but doing so isn't necessary unless it's meaningful to the encounter or the campaign.

Skill Modification: +2 bonus to Athletics checks or Intimidate checks.

ATTACK POWERS

The easiest way to create an elementally infused creature is to change the type of damage its attacks deal. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. A number of the attack powers presented here include the phrase "[damage type]" in their entries. If you give your elementally infused monster that power, substitute the chosen damage type where indicated. You might decide that a monster's elemental nature does not affect its damage type, leaving the damage untyped.

ELEMENTAL AURA

When severely wounded, a creature warped by elemental power might exude that power, such as through tendrils of fire that lash foes. This aura makes melee combatants pay for coming too close to an artillery, a controller, or a skirmisher monster, and it increases damage output from a brute or a soldier.

An alternative form of this power, *elemental intensifier*, confers vulnerability to the chosen damage type on enemies within the aura. This power relies on another attack or effect dealing the stated damage type, whether from the altered creature, its allies, or a hazard on the battlefield.

TRAITS

⚙️ Elemental Aura ([damage type]) ♦ Aura 1

While this creature is bloodied, any enemy that starts its turn within the aura takes 5 [damage type] damage.

Level 11: 10 [damage type] damage.

Level 21: 15 [damage type] damage.

⚙️ Elemental Intensifier ([damage type]) ♦ Aura 1

Enemies within the aura have vulnerable 5 [damage type].

ELEMENTAL ERUPTION

As an elementally infused creature's wounds mount in number, its form becomes increasingly unstable until, when it is first bloodied, it unleashes a burst of its associated element.

TRIGGERED ACTIONS

◀ Elemental Eruption ([damage type]) ♦ Encounter

Trigger: This creature is first bloodied.

Attack (No Action): Close burst 2 (creatures in burst); level + 3 vs. Reflex

Hit: [Damage type] damage equal to this creature's basic attack damage. If this creature has more than one basic attack, use the highest value.

ELEMENTAL MANIFESTATION

The creature can bring forth its full elemental power with all its attacks.

FREE ACTIONS

⚙️ Elemental Manifestation ([damage type]) ♦ At-Will

Effect: All damage dealt by this creature's attacks is [damage type] damage.

ELEMENTAL PERSISTENCE

The monster can deal extra elemental damage to a target from time to time with its basic attacks. This modification increases the damage output and the entertainment value of a simple creature that has few special attacks.

TRIGGERED ACTIONS

⚙️ Elemental Persistence ([damage type]) ♦ Recharge ⏏️ ⏏️

Trigger: This creature hits with a basic attack.

Effect (Free Action): The target of the attack takes ongoing 5 [damage type] damage (save ends).

Level 11: Ongoing 10 [damage type] damage.

Level 21: Ongoing 15 [damage type] damage.

UTILITY POWERS

Elemental infusion twists a creature's body and mind in strange ways. These changes can be subtle, showing up only when the creature acts in a specific way or is attacked.

ELEMENTAL DAMAGE RESISTANCE

An elementally infused monster should have high enough resistance to its own damage type to avoid taking average damage from its own attacks. It might instead have variable resistance, especially if its attacks deal untyped damage.

ELEMENTAL DISSIPATION

A creature can adopt lurker qualities by dematerializing, then re-forming moments later in a flash of elemental energy. Such a modification is especially useful for skirmishers, artillery, and ranged controllers.

STANDARD ACTIONS

Elemental Dissipation ([damage type]) ♦ Encounter

Effect: This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 1d10 [damage type] damage and grant combat advantage until the end of this creature's next turn.

Level 11: 2d10 [damage type] damage.

Level 21: 3d10 [damage type] damage.

ELEMENTAL GROUND

The elemental energy infusing a creature can leak out, especially when the creature is injured or agitated, altering the surrounding terrain. Enemies must tread carefully while close to it, yet moving away is harmful. This aura is perfect for monsters that want to keep enemies close, such as soldiers, brutes, and certain controllers.

TRAITS

Elemental Ground ([damage type]) ♦ Aura 1

While this creature is bloodied, squares within the aura are difficult terrain for enemies, and any enemy that leaves the aura takes 5 [damage type] damage.

Level 11: 10 [damage type] damage.

Level 21: 15 [damage type] damage.

ELEMENTAL STEP

When an infused creature provokes opportunity attacks with its movement, its elemental nature strikes back to punish enemies that cause it harm. An enemy might choose to avoid damage by not attacking the creature as it moves, aiding the creature's mobility. This ability is good for any creature that needs to avoid being locked down.

TRIGGERED ACTIONS

Elemental Step ([damage type]) ♦ At-Will

Trigger: An enemy hits this creature with an attack provoked by this creature's movement.

Effect (Free Action): The triggering enemy takes 5 [damage type] damage.

Level 11: 10 [damage type] damage.

Level 21: 15 [damage type] damage.

ELEMENTAL TRANSPORT

An elementally infused creature might be able to hop instantaneously between two spaces containing its associated element. This power is well suited to monsters that need to avoid melee, such as artillery or controllers.



MOVE ACTIONS

Elemental Transport (teleportation) ♦ Encounter

Requirement: This creature must be in the area of a trap or a hazard or in hindering terrain that deals [damage type] damage.

Effect: This creature teleports to another square it can see that contains or is adjacent to the area of a trap or a hazard or is in hindering terrain that deals [damage type] damage.

MUTABLE BODY

Certain elemental aspects cause a creature to be somewhat amorphous, so that its body is more flexible than normal. Water, mud, dust, air, fire, and similar elemental aspects typically confer this ability.

TRAITS

Mutable Body

This creature is treated as one size smaller while moving or squeezing.

PSIONIC ADEPT

The powers of the mind are common throughout Athas. Some societies adopted psionic ability to fill the void left by the fading of arcane and divine power; creatures of the wild developed it as another means of surviving in a harsh and malevolent world.

The psionic adept theme allows you to add a touch of these mental abilities to a creature, whether a sentient enemy or an instinct-driven predator. Although such powers are best suited to controllers, any monster can benefit from the ability to manage the battlefield.

Skill Modifications: +2 bonus to either Diplomacy checks and Intimidate checks or Insight checks and Perception checks. The former modification reflects the monster's ability to sway the thoughts of its enemies, while the latter indicates preternaturally heightened senses.

ATTACK POWERS

Psionic adept creatures use attacks that manipulate, impede, or frustrate their foes rather than dealing damage directly. These powers are appropriate for monsters that prefer to influence foes from a distance or that can make enemies vulnerable to more damaging physical assaults.

BLIND THE MIND'S EYE

This power gives lurkers additional opportunities to make their best attacks and is also suitable for other roles. Skirmishers use it to maneuver around foes, while controllers and artillery exploit it to avoid being hemmed in.

MINOR ACTIONS

↗ **Blind the Mind's Eye** (charm) ◆ Recharge [1] [1]

Attack: Ranged 10 (one creature); level +3 vs. Will

Hit: This creature becomes invisible to the target (save ends).
This effect ends if this creature attacks the target.

EMPATHIC WALL

The creature creates an illusory wall through the use of thought and emotion. Controllers use this power to shape the battlefield and steer their enemies' movements, soldiers to prevent foes from escaping, skirmishers to avoid pursuit, and artillery to take cover.

STANDARD ACTIONS

✦ **Empathic Wall** (charm, illusion) ◆ Recharge [1] [1]

Effect: This creature creates an area wall 12 within 10 squares that lasts until the end of its next turn. The wall can be up to 6 squares high and blocks line of sight. Squares within the wall are lightly obscured and are difficult terrain. Any enemy that enters the wall, starts its turn there, or starts its turn adjacent to the wall is slowed until the end of its next turn.

MANTLE OF THE MIND

Preventing enemies' attacks provides a variety of options for multiple monster roles. Controllers and artillery use this power to avoid being swarmed in melee, lurkers and skirmishers to move to better tactical positions.

STANDARD ACTIONS

↖ **Mantle of the Mind** (charm) ◆ Encounter

Attack: Close burst 4 (creatures in burst); level +3 vs. Will

Hit: The target cannot make any attack that includes this creature as a target (save ends).

MENTAL MARIONETTE

Controllers prefer a dominating attack, but other monsters can benefit from taking over enemies' actions. Only brutes are unlikely to exploit this power, since their at-will attacks probably deal more damage than those of their foes.

STANDARD ACTIONS

↖ **Mental Marionette** (charm) ◆ Encounter

Attack: Close blast 5 (one creature in blast); level +3 vs. Will

Hit: The target is dominated until the end of this creature's next turn.

Miss: The target is dazed until the end of this creature's next turn.

Sustain Standard: This creature repeats the attack against the same target.

PSIONIC AUGMENTATION

Like other practitioners of the mental arts, these monsters can augment their psionic attacks. The psionic augmentation possessed by monsters is simpler than characters' augmentable powers, providing a limited boost to a basic attack.

Below are three different examples of psionic augmentation for monster attacks. You can select a recharge option appropriate to the monster's role.

TRIGGERED ACTIONS

Psionic Augmentation (psychic) ♦ Encounter

Trigger: This creature hits with a melee basic attack.

Effect (Free Action): The triggering attack deals 2d6 extra psychic damage.

Level 11: 3d6 extra psychic damage.

Level 21: 4d6 extra psychic damage.

TRIGGERED ACTIONS

Psionic Augmentation ♦ Recharge ☒ ☒ ☒

Trigger: This creature hits an enemy with a melee basic attack.

Effect (Free Action): That enemy is dazed until the end of this creature's next turn.

TRIGGERED ACTIONS

Psionic Augmentation (psychic) ♦ Recharge when this creature takes psychic damage

Trigger: This creature hits with a melee basic attack.

Effect (Free Action): The triggering attack also deals ongoing 5 psychic damage (save ends).

Level 11: Ongoing 10 psychic damage.

Level 21: Ongoing 15 psychic damage.

UTILITY POWERS

Psionic adept creatures develop utility powers that translate mental acuity into heightened awareness, telekinetic defenses, or the ability to manipulate their own bodies.

MENTAL BASTION

The creature calls on innate mental discipline to resist attacks against Will. *Mental bastion* is useful for any sort of monster role.

TRIGGERED ACTIONS

Mental Bastion ♦ Encounter

Trigger: This creature is hit by an attack against Will.

Effect (Immediate Interrupt): This creature gains a +4 bonus to Will until the end of its next turn.

OPEN THE MIND'S EYE

This power allows predators to more effectively hunt and track. In combat, such creatures are less susceptible to flanking and surprise.

MINOR ACTIONS

Open the Mind's Eye ♦ Encounter

Effect: This creature gains blindsight 5 and all-around vision until the end of its next turn.

All-Around Vision: Enemies can't gain combat advantage by flanking this creature.



ORACULAR EMPATHY

The ability to understand an opponent's intentions before it acts and to preempt them can benefit any kind of monster.

TRIGGERED ACTIONS

Oracular Empathy ♦ Encounter

Trigger: An ally within 10 squares of this creature is hit by an attack.

Effect (Immediate Reaction): Until the end of the encounter, this creature acts immediately after the current turn in the initiative order.

PSIONIC FLIGHT

This power is especially suited to skirmishers that are hard pressed in combat and need to make a swift escape. Controllers and artillery might also want a way to get away from encroaching enemies.

MOVE ACTIONS

Psionic Flight ♦ Recharge ☒ ☒ ☒

Effect: This creature pushes each enemy adjacent to it 1 square and then flies its speed.

SUNWARPED MONSTER

Strange, misshapen beasts emerge from Athas's desert wastes. Some are the spawn of creatures exposed to concentrated psionic energy or inhabitants of defiled regions. Others are the results of mad experiments, and yet others are freaks of nature run wild. Regardless of origin, all such creatures develop strange mutations triggered by the burning sun and thus are called sunwarped. They encompass the most peculiar and vicious monsters of Athas.

Skill Modification: +2 bonus to Endurance checks.

SUNWARPED MUTATIONS

Any creature can bear sunwarped traits, although humanoids and predatory beasts of the wastes are the most common victims of sunwarped mutations. Sunwarped creatures sport bizarre alterations, such as uneven, misshapen, or extra limbs; peculiar skin tones, rough hides, or odd bulges; or abnormal eyes. More unnatural aspects include flames flickering in the creature's blood or in its gaze. The following table presents examples of sunwarped mutations. Consider giving a sunwarped creature one or two of these as well as specific powers.

EXAMPLE SUNWARPED MUTATIONS

Mutation	Effect
Digging claws	-1 speed. Gain climb speed equal to new speed, and burrow speed equal to half new speed.
Extra limb	+4 to Athletics checks to climb. Enemies grabbed by this creature take -2 penalty to escape attempts.
Inner heat	Resist 5 fire, -1 AC and Fortitude, +2 fire damage with melee attacks
Long arms	+1 reach, -1 damage with melee attacks
Long legs	+1 speed, -1 Reflex
Toughened hide	+1 Fortitude, -1 Reflex
Uneven eyes	All-around vision, -3 to ranged and area attacks

ATTACK POWERS

Sunwarped creatures exploit their unnatural abilities and freakish strength.

BREATH OF THE BLAZING SUN

A blinding attack is typically the province of controllers, but this power is also useful to brutes, soldiers, and skirmishers fighting in the midst of enemies. It has a wide area of effect and leaves targets vulnerable to other attacks.

STANDARD ACTIONS

◀ **Breath of the Blazing Sun** (fire, radiant) ◆ **Encounter**

Attack: Close blast 4 (creatures in blast); level + 3 vs. Fortitude
Hit: The target is blinded and gains vulnerable 5 fire and vulnerable 5 radiant (save ends all).

Level 11: The vulnerabilities increase to 10.

Level 21: The vulnerabilities increase to 15, and the target is also dazed (save ends all).

BURNING BLOOD

The sun's fury is literally in the monster's blood, allowing it to strike back against those who harm it. Melee-oriented creatures gain the most benefit from *burning blood*.

TRIGGERED ACTIONS

◀ **Burning Blood** (acid, fire) ◆ **Recharge** [E]

Trigger: An enemy hits this creature with a melee attack.

Attack (Immediate Reaction): Close blast 3 (triggering enemy in blast and creatures adjacent to the triggering enemy); level + 3 vs. Reflex

Hit: Ongoing 5 acid and fire damage (save ends).

Level 11: Ongoing 10 acid and fire damage.

Level 21: Ongoing 15 acid and fire damage.

RAVAGING FURY

Driven by burning hatred and unnatural speed, the sunwarped creature launches a flurry of vicious attacks. This power is best suited to brutes, soldiers, skirmishers, and lurkers.

MINOR ACTIONS

Ravaging Fury ◆ **Encounter**

Effect (Free Action): If this creature hits with the next melee attack it makes before the end of its turn, this creature gains an action point that it must spend before the end of its next turn.

STICKY HIDE

This mutation manifests as a coating of gooey mucus that holds a weapon fast. Melee-oriented creatures that battle weapon-wielding enemies benefit most from *sticky hide*.

TRIGGERED ACTIONS

‡ **Sticky Hide** ◆ **At-Will**

Trigger: An enemy hits this creature with a melee attack.

Attack (Free Action): Melee 1 (triggering enemy); level + 3 vs. Reflex

Hit: The target drops the weapon, which is stuck to this creature and is in its square. A creature adjacent to that square can yank the weapon free as a standard action.

UTILITY POWERS

The following abilities are the result of mutations to a sunwarped creature's body.

ENRAGED GROWTH

A combination of adrenaline and the arcane or psionic energy coursing through its body causes the creature to increase in size and toughness when injured. Monsters that remain at a distance from their enemies benefit less from this power than do soldiers and brutes.

TRIGGERED ACTIONS

Enraged Growth (polymorph) ◆ Encounter

Trigger: This creature is first bloodied.

Effect (Free Action): This creature's size becomes the next largest category, occupying [new size's space] squares instead of [old size's space] squares. It pushes each creature occupying a square of its new space to a square adjacent to its new space. Its melee attack reach increases by 1. In addition, this creature gains 10 temporary hit points. This effect lasts until the end of the encounter.

Level 11: 20 temporary hit points.

Level 21: 30 temporary hit points.

FEAST ON FLESH

Empowered by a supernatural metabolism, the sunwarped creature gains instant strength by consuming the flesh of enemies that it wounds. Intuition suggests that only creatures with a bite attack can use this power, but you can emphasize the monster's unnatural appearance by applying it to any melee basic attack. Whatever you decide, choose only a single attack to modify.

TRIGGERED ACTIONS

Feast on Flesh ◆ At-Will

Trigger: This creature hits with a melee basic attack.

Effect (Free Action): This creature gains 5 temporary hit points.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

MISSHAPEN BODY

All sunwarped are twisted to a degree. Some are so misshapen that their organs are not where they should be, their legs don't bend properly, or their bodies balance oddly. Although such mutations can make life awkward, creatures that become adapted to them gain protection from attacks that would otherwise strike vital spots.

This power incorporates two benefits: a trait that allows the creature to avoid critical hits and a trait to remain standing when the creature might otherwise fall prone. You can give the monster either or both traits, as suits your vision of its mutated form.



SUNWARPED MONSTER

TRAITS

Misshapen Body

Whenever a critical hit is scored against this creature, roll a d20.

On a roll of 10 or higher, the critical hit becomes a normal hit.

Steady-Footed

This creature can make a saving throw to avoid falling prone.

ATHASIAN FANTASTIC TERRAIN

In the harsh world of Athas, the land can be as perilous as its monstrous denizens.

Incorporating mundane and fantastic terrain into encounters creates novel tactical options. The following new terrain effects and powers reinforce the risky nature of certain locales and give outdoor encounters a strong Athasian feel. These DARK SUN campaign terrain features, which supplement the more generic ones found in the *Dungeon Master's Guide* and *Dungeon Master's Guide 2*, could find a place in any campaign setting.

BARBED CACTI

Rugged cacti cling to Athas's rocky badlands and stony barrens. The thorns of most cacti are painful but not debilitating. The barbed cactus, on the other hand, has wicked hooks that cling to a creature's flesh to cause lasting problems. This vegetation clumps in patches covering 3 or 4 squares.

Effect: A creature that enters a square of barbed cacti takes 3 damage per tier and a -2 penalty to attack rolls (save ends).

Usage: Barbed cacti cordon off certain areas of the battlefield, a fact that characters or monsters can use to their advantage. Cacti-covered squares can be accessed only by accepting damage and an attack hindrance.

BRAMBLEWEED

Brambleweed has finger-length thorns, sharp and sturdy enough to rend flesh. The plant's thick vines spread across an area, hindering any who enter it.

Effect: Brambleweed squares are difficult terrain. A creature that starts its turn in a brambleweed square takes 5 damage per tier. A creature that ends its turn in a brambleweed square is restrained until the start of its next turn.

Usage: Brambleweed can survive in areas of defiled ground, taking its nutrients from passing creatures rather than the surrounding soil. As a result, defilers use the plant to ward their territory. In the wilds of Athas, shrewd predators and hunters weaken prey by herding it into patches of brambleweed.

DEFILED TERRAIN

Defiled terrain is created by the use of powerful defiling magic. Typically, only major acts of defiling (such as the use of *arcane defiling*) create defiled terrain. When a character or a creature uses powerful defiling magic in a particularly dramatic fashion, you can designate the area where the defiling took place as defiled terrain, choosing one of the four types of

defiled terrain described below and applying those effects to the area.

For example, if a player uses *arcane defiling* to reroll a missed attack roll and the rerolled attack slays a powerful enemy, you could decide to designate the area where the defiling took place as defiled terrain. Alternately, you can use defiled terrain when designing encounters to indicate an area where particularly powerful defiling magic was used at some time in the past, giving the encounter area a sense of history and taking advantage of one of the features that makes Athas a unique world.

ASH FIELD

Defiling magic withers verdant areas, dissolving plants into a fine powder and creating extended areas of lifeless ash. Defiled vegetation is a primary source of Athas's vast silt deposits.

Effect: Over time, wind blows the ash into lowlands where it gathers to form silt pools. On occasion, squares of *settled ash* form in areas the wind rarely reaches.

Usage: Ash fields serve as a chilling reminder of the devastation wrought by defiling magic. They can be found in canyons and other sheltered areas.

Settled Ash

Single-Use Terrain

Ash from plants destroyed by defiling magic coats the ground. The slightest disturbance kicks up an obscuring cloud.

Standard Action

Requirement: You must be adjacent to a square of settled ash.

Check: Athletics check (easy DC) to raise a cloud of ash.

Success: The ash fills the air, obscuring vision.

Target: Each creature in a close blast 3

Attack: Level + 3 vs. Fortitude

Hit: The target is blinded until the end of your next turn.

Effect: The area of the blast is heavily obscured until the end of the encounter.

BLACK SAND

When defiling magic is used to slaughter innocents, a residue can cover the drained land. This foul miasma mixes with the ground to create black sand, which poisons the landscape and any creature that passes through it.

Effect: A creature in a square of black sand regains half the normal number of hit points.

Usage: Black sand terrain adds a flavorful dash of Athas to an encounter. It also requires characters to consider their positioning before they use their second wind or healing powers.

DEAD MAGIC

The most powerful arcane magic (such as that used by the Dragon) completely drains an area of plant and animal life. These dead magic locales have nothing left to give.

Effect: A creature in a square of dead magic takes a -5 penalty to the attack roll of any arcane or primal attack power. The *arcane defiling* power cannot be used in squares of dead magic.

Usage: Dead magic defiled terrain should be used sparingly, even more so when the adventuring party includes arcane and primal heroes. It takes an extremely powerful defiler (such as a sorcerer-king) to so thoroughly eradicate all life in an area.

SICKENING HEAT

Athas's sun burns with peculiar intensity in areas where magic has defiled a copious amount of plant life. This severe heat can sicken creatures.

Effect: A creature that ends its turn in a square of sickening heat is weakened until the end of its next turn.

Usage: Sickening heat defiled terrain is particularly debilitating to strikers and others who specialize in high-damage output. A monster with a power that slides and then immobilizes enemies is particularly effective in an area of sickening heat.

GLIMMERING MIRAGE

Heat mirages are common in the wastelands. They appear near the horizon and beckon viewers with the promise of shade or water, only to vanish as the travelers draw close. Certain malign visions linger, however. These glimmering mirages are crafted by cruel primal spirits to confuse and distress wanderers.

Effect: A glimmering mirage is a wall 4 or more squares long, which blocks line of sight. A creature adjacent to this terrain gains concealment against ranged attacks. At the end of each round, roll a d6. On a result of 1, the glimmering mirage vanishes until the end of the encounter; on a result of 6, the mirage moves 5 squares in a random direction. Other results leave the scene unchanged.

Usage: Visible from a distance, glimmering mirages can lure adventurers to a particular location. They also conceal creatures and add a random element to an encounter.

LIGHTNING PILLAR

This fantastic, charged monolith rises from the ground in an open area. The pillar hums with elemental power and is clearly an otherworldly

formation. Clusters of these pillars form over a wide area when lightning from the Elemental Chaos bleeds into Athas's wastes.

Effect: A lightning pillar occupies 1 square and is capable of delivering a *lightning pillar strike* attack.

Usage: Lightning pillars give characters and their enemies an extra weapon to use on the battlefield.

Lightning Pillar Strike

At-Will Terrain

At your command, lightning lashes out from an ancient stone monolith.

Standard Action

Requirement: You must be within 5 squares of a lightning pillar.

Check: Arcana, Nature, or Religion check (hard DC) to trigger the pillar's attack.

Success: You activate the lightning pillar.

Target: One creature you choose in a close burst 5

Attack: Level + 3 vs. Reflex

Hit: 2d6 + one-half level lightning damage.



MUDFLATS

Underground water reservoirs seep up through the soil to create a dusty sludge. The hint of life-sustaining water in these mudflats attracts parched creatures, but those who venture in can become trapped.

Effect: Particularly thick sections of mudflats are difficult terrain. The mire also hides *mud sinks*, occupying 2-by-2-square or larger areas.

Usage: Numerous mudflats are scattered around the Sea of Silt. The rarer inland ones draw settlers, who carefully extract life-giving water from the damp ground.

Mud Sink**At-Will Terrain**

A patch of innocuous mud conceals a clinging morass that proves hard to escape.

Standard Action

Target: One creature adjacent to you and to a *mud sink*

Check: Athletics check (moderate DC) to maneuver the target into the *mud sink*.

Success: You slide the target 1 square to a *mud sink* square adjacent to it.

Attack: Level + 3 vs. Reflex

Hit: The target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

PSYCHIC RESERVOIR

Sheltered from the blowing grit, odd violet crystals grow in caverns or rocky terrain. These formations are psychic reservoirs, prized by psionic characters for the latent energy they contain.

Effect: With a minor action, a character adjacent to a psychic reservoir can extract the energy from it, causing it to crumble to dust. If that character uses power points, he or she gains 1 power point that lasts until the end of the encounter or until expended. Otherwise, the character adds 5 psychic damage per tier to his or her next damage roll.

Usage: Psychic reservoirs add a slight power boost to one side or the other in an encounter. By placing them in scattered spots about the battlefield, you encourage quick action and maneuverability. Psychic reservoirs are particularly valuable in an encounter featuring creatures that are vulnerable to psychic damage.

ROCKY BADLANDS

The canyons and wastes of Athas's rocky badlands are rugged and arid. Scant plant life enlivens the desolation.

Effect: Rocky badlands contain numerous *teetering stone pillars*, the remnants of outcroppings eroded by sand and wind over the eons.

Usage: Homesteaders are hard pressed to survive in the badlands. As a result, few settlements exist in these areas. They are most useful as ambush sites or as locales for monster or bandit lairs.

Teetering Stone Pillar**Single-Use Terrain**

This towering stone column narrows at its base, making it top-heavy and unstable.

Standard Action

Requirement: You must be adjacent to the pillar.

Check: Athletics check (moderate DC) to collapse the pillar.

Success: The pillar topples over.

Target: One or two creatures, which must be adjacent to each other; one of the creatures must also be adjacent to the pillar

Attack: Level + 3 vs. Reflex

Hit: 1d10 + one-half level damage, and the target is dazed (save ends).

SALT FLATS

Salt flats are bleak plains encrusted with saline deposits and bone-dry sand. The rare water sources in these areas are brackish.

Effect: Violence in salt flats invariably results in painful injuries. Fine salt crystals suspended in the constant breeze permeate whatever covering is placed over wounds, causing unending agony. Clean water to wash away the salt or aid in recovery is nonexistent. Dunes of the finest particulates, called *salt piles*, collect throughout the salt flats.

Usage: The denuding of Athas's plant life and the gradual evaporation of its seas has resulted in vast regions of salt flats. These areas challenge travelers even when no opponents or hazards exist.

Salt Pile**Single-Use Terrain**

A pile of wind-blown salt rests on the ground. A savvy combatant can use it to blind a foe or harm an injured foe.

Standard Action

Requirement: You must be adjacent to the *salt pile*.

Check: Athletics check (easy DC) to toss or kick a spray of particles.

Success: The salt showers the target.

Target: One creature in a close blast 3

Attack: Level + 3 vs. Reflex

Hit: The target is blinded (save ends). If the target is bloodied, it is instead blinded and slowed (save ends both).

SANDY WASTES

The wastes of Athas stretch for miles in every direction, largely featureless but for sand, wind, and relentless heat.

Effect: Sandy wastes are covered in rolling dunes that can hide bandits, raiders, and desert predators. A *small dune* covers a 3-by-3-square or larger area.

Usage: Merciless sunlight is the only thing more plentiful on Athas than sandy wastes. Within them, *small dunes* are ideal ambush spots for creatures hardy enough to lie in wait while covered with sand.

Small Dune**At-Will Terrain**

A small, slowly shifting dune is formed from loose sand that parts easily, then flows back to erase any trace of disturbance.

Standard Action

Requirement: You must be in a square of the dune.

Check: Athletics check (easy DC) to burrow into the dune.

Success: You bury yourself beneath the sand. You fall prone and have total concealment until you move or attack.

SILT POOL

Natural dips and crevasses in the land can fill up with extremely light, powdery silt. These areas act like quicksand, easily trapping unwary creatures.

Effect: Silt pools are difficult terrain, and occasionally hide *silt deep spots*. They can also contain silt sink hazards (see page 140).

Usage: Although smaller silt pools can blend into the surrounding terrain, the flat, liquid surface of a larger silt pool rarely goes unnoticed. Wading through a silt pool and risking *silt deep spots* might be the only path available.

Silt Deep Spot At-Will Terrain

Within a shallow pool of silt, occasional deep spots can be exploited by observant combatants.

Standard Action

Check: Nature check (hard DC) to recognize a deeper spot in the silt pool.

Target: One creature you choose within a silt pool

Attack: Level + 3 vs. Reflex

Hit: The target is restrained (save ends).

SLIPSAND

Athas's acute heat can cause an elemental reaction in sandy areas where magic, primal power, or psionics have been used heavily. The ground becomes saturated with high quantities of glass particles, making its surface particularly treacherous.

Effect: A creature that enters a square containing slipsand must make an Acrobatics check (moderate DC). On a failure, the creature falls prone and takes 5 damage per tier from the glass fragments.

Usage: Creatures not trained in Acrobatics, particularly those that have low Dexterity scores, are greatly inhibited by slipsand. This terrain should be used judiciously, since it can drastically reduce mobility in an encounter.

TREE OF LIFE

A tree of life is mystically infused with primal forces of life. Sorcerer-kings and other defilers with significant resources maintain groves of these mighty timbers to fuel their magic.

Effect: A tree of life emits a 5-square aura. Creatures within the area regain the maximum possible number of hit points from healing effects. When making a skill check during the performance of a divination ritual, a character within the tree's aura gains a +5 bonus. Also, a character who takes an extended rest within the aura gains an extra healing surge that lasts until he or she takes another extended rest.

A tree of life has 500 hit points and vulnerable 10 necrotic. It regenerates 5 hit points per hour. If the tree's hit points drop to 0, it dies.

Usage: Trees of life are rare and wondrous objects. Most of these hardwoods are jealously hoarded by sorcerer-kings deep within their palaces. Using *tree of life defiling*, defilers can draw on their magic more freely within a tree of life's aura.

Tree of Life Defiling At-Will Terrain

The tree of life pulses with vitality, fueling the powers of a greedy defiler.

Free Action

Requirement: You must be within 5 squares of a tree of life.

Trigger: You use *arcane defiling* or a power that deals necrotic damage to one or more of your allies

Effect: For each ally that would take damage from the triggering effect, the tree of life takes that damage instead.

Z'TAL HORDE

Colonies of dun-scaled lizards called z'tals gather in a chirping mass. In doing so, they exude a slippery ooze and a noxious vapor. A z'tal horde remains undisturbed by creatures passing through it, but it can be dispersed by fire, acid sprays, or similar area effects.

Effect: Each square of a z'tal horde is difficult terrain. A creature that ends its turn in a horde square takes 5 poison damage per tier. A creature that starts its turn in a horde square must make a saving throw before taking any other actions. If the saving throw fails, the creature falls prone. A close or an area attack that deals at least 1 point of damage destroys squares of a z'tal horde within the attack's area of effect.

Usage: The fast-breeding z'tal, difficult but not impossible to herd, sometimes serve as guardians for certain intelligent creatures. More often, a scavenging horde occurs naturally, drawn to the area around the lairs of large predators.



ANDREW OLSON

HAZARDS

Athas's arenas and wastes exhibit an array of hazards. In the blood sport arenas of certain city-states, gladiators face artificial and immobile perils as deadly as the arenas' living combatants. In any arena, the crowd can turn ugly, becoming more than just passionate spectators. In the wilderness, natural and unnatural threats lie in wait for unwary or unlucky travelers.

Two additional web hazards appear as part of the "Spider" entry on page 91.

ARENA HAZARDS

Fiendishly malignant hazards enliven gladiator bouts in specific arenas on Athas.

WORTHY SACRIFICES OF DRAJ

Tectuktitlay rips the hearts from slaves and pushes the corpses from the God's Altar, high on his stepped pyramid. The broken bodies bounce and splatter onto the arena floor below. There they remain, putrefying in the hot sun, cleared by the moon priests only for the biggest matches. At times, the templars perform terrible rituals to infuse the bodies with dark power, creating unexpected surprises for gladiators who draw too near.

Worthy Sacrifices

Level 8 Obstacle

Hazard

XP 350

Bloated, maggot-ridden corpses litter the arena floor. The stink of these shattered bodies is overpowering.

Hazard: Piled corpses cover a 3-by-6-square area.

Perception

No check is necessary to notice the corpses.

Additional Skill: Religion

◆ DC 14: The character notices purposeful movement, grasping limbs, and necrotic energy among the corpses.

Trigger 1

When a living creature enters a square adjacent to the hazard, the hazard makes the following attack.

Attack

Opportunity Action **Melee 1**

Target: The triggering creature

Attack: +13 vs. AC

Hit: 2d8 + 7 damage, and the hazard grabs the target.

Trigger 2

After the hazard's first opportunity attack, roll initiative. On the hazard's initiative count, it makes the following attack.

Initiative +10

Attack ◆ Necrotic

Standard Action **Melee 1**

Target: One creature grabbed by the hazard

Attack: +11 vs. Fortitude

Hit: 2d8 + 7 damage, and the hazard pulls the target into the hazard's space. A creature that starts its turn in the hazard's space takes 10 necrotic damage.

Miss: Half damage.

Countermeasures

- ◆ A character can move to a square adjacent to the hazard without triggering its opportunity attack by succeeding on a DC 19 Acrobatics check.
- ◆ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Nature or Religion destroys the hazard. The characters destroying the hazard must be adjacent to it. Each attempt takes a standard action. On a failed check, the character takes 5 necrotic damage.
- ◆ The hazard has AC 14, Fortitude 19, Reflex 14, hp 70, resist 10 necrotic, and vulnerable 10 radiant. When the hazard is reduced to 0 hit points, it is destroyed.

BLOOD TREES OF GULG

Gulg's arena is an open field dotted with odd-looking, solitary trees. A dozen large trees with bulbous trunks and scarlet leaves are scattered around the Field of Spears. Most of the time these strange trees are harmless, despite the rumors about how the crimson foliage is colored by the blood feeding their roots. However, when the trees are ready to bloom, they become actively carnivorous, as gladiators who draw too close to these blood trees discover. The trees bloom at odd intervals throughout the year, and it's unusual for more than two or three to be dangerous at any given time.

Whether hazardous or harmless, the 30-foot-tall arena trees completely fill their squares and count as blocking terrain. Their branches extend 3 squares in all directions.

Blood Tree

Hazard

Level 9 Warder

XP 400

An ominous tree rises from the grassy floor. Cruel barbs extend from its black bark. Blood-red leaves rustle despite the absence of a breeze.

Hazard: A blood tree fills a square and is blocking terrain.

All squares adjacent to the tree are difficult terrain. When a creature draws near, the hazard lashes out with its branches.

Perception

No check is necessary to notice the tree.

Additional Skill: Nature

◆ DC 19: The character identifies the coiled threat of the blood tree's branches and correctly estimates the hazard's reach.

Trigger 1

When a creature enters a square within the blood tree's reach, the hazard makes the following attack.

Attack

Opportunity Action **Melee 3**

Target: The triggering creature

Attack: +14 vs. AC

Hit: 2d6 + 10 damage, and the target falls prone.

Trigger 2

After the hazard's first opportunity attack, roll initiative. On the hazard's initiative count, it makes the following attack.

Initiative +10

Attack ◆ Poison

Standard Action **Melee 3**

Target: One creature

Primary Attack: +12 vs. Fortitude

Hit: 2d8 + 3 damage, and ongoing 5 poison damage (save ends). The blood tree makes a secondary attack against the target.

Secondary Attack: +12 vs. Fortitude

Hit: The tree pushes the target 5 squares and knocks it prone.

Countermeasures

- ◆ A character can move to a square within the hazard's reach without triggering its opportunity attack by succeeding on a DC 19 Nature check. Once a character succeeds on this check, it is not targeted by the blood tree's attacks for the rest of the encounter.
- ◆ The blood tree has AC 14, Fortitude 19, Reflex 14, hp 100, and resist 10 poison. When the hazard is reduced to 0 hit points, it is destroyed.

Obsidian Facades of Urik

Urik's arena was built in the great pit excavated by the city-state's first obsidian mine. The arena's dark walls are covered in jagged chunks of obsidian and absorb the sun's relentless heat. By midday, the place resembles a blast furnace. Arena combatants are subject to sun sickness (*DARK SUN Campaign Setting*, page 199), as well as the dangerously sharp arena walls.

Obsidian Facades Level (Level) Obstacle Hazard XP Varies

These facades are covered in sharpened pieces of obsidian that gather heat when the temperature climbs, cutting and burning anyone who brushes against them.

Hazard: Arena masters arrange tall, black pillars around the arena floor. Like the walls, the pillars bristle with jagged obsidian points that can cut when they are touched.

Perception

No check is necessary to notice the obsidian facades.

Trigger

A creature enters a square adjacent to a pillar or a wall.

Attack

Opportunity Action Melee 1

Target: The triggering creature

Attack: Level + 3 vs. Reflex

Hit: The target takes 2d4 damage per tier plus 2d4 fire damage per tier.

Countermeasures

- ◆ A character can move to a square adjacent to the hazard without triggering its opportunity attack by succeeding on an Acrobatics check (moderate DC).

Wilderness Hazards

The following hazards are found outside the city-states and settlements of Athas. Some wasteland threats are specific to a particular region, but the majority can be located anywhere. This section describes only a portion of the menaces to be found in the Athasian wilderness.

Chokedust Cloud Level 2 Lurker Hazard XP 125

Powdery sand blasts into the air, filling it with a clinging, choking cloud.

Hazard: These areas of sand or dust, typically 3 squares by 3 squares in size, contain extremely fine particles. The slightest disturbance kicks up a stifling haze.

Perception

◆ DC 15: The character determines that the dust or sand in the area is particularly powdery.

Additional Skill: Nature (only if the character succeeds on the Perception check)

◆ DC 12: The character identifies the nature of the chokedust area and realizes the risk of disturbing it.

Trigger

When a character enters a square containing chokedust or when a square in the area is included in a blast or a burst attack, the hazard makes the following attack.

Attack ◆ Zone

Opportunity Action Area the entire chokedust area

Target: Each creature in the area

Attack: +4 vs. Fortitude

Hit: The target is blinded and takes ongoing 5 damage (save ends both). A creature cannot save against this hazard's effect while it is within the cloud.

Countermeasures

- ◆ A character can move into an area of chokedust without triggering its attack by succeeding on a DC 15 Acrobatics check as part of the move action.
- ◆ A character can make a DC 10 Endurance check as a minor action to gain a +2 bonus to Fortitude against the chokedust cloud's attack. The bonus lasts until the end of the character's next turn.

Badlands Tremor Level 5 Lurker Hazard XP 200

The earth shudders and snaps, knocking creatures prone or tossing them into newly formed fissures.

Hazard: When a badlands tremor is triggered, the area shakes so violently it slams creatures painfully to the ground. The hazard is composed of four 1-square epicenters scattered about the encounter area.

Perception

◆ DC 17: The character notices a groaning noise in the earth moments before the ground begins to shake.

Additional Skill: Nature (only if the character succeeds on the Perception check)

◆ DC 12: The character recognizes that a tremor is about to occur.

◆ DC 17: The character identifies the epicenters.

Trigger

Once a creature enters the encounter area, roll initiative. On the hazard's initiative count, a random epicenter makes the following attack.

Initiative +6

Attack

Standard Action Close burst 5

Target: Each creature in burst

Attack: +8 vs. Reflex

Hit: 2d10 + 2 damage, and the target falls prone. If the target was already prone, it is instead slowed until the end of its next turn.

Miss: Half damage.

Effect: Squares in the burst are difficult terrain.

Countermeasures

- ◆ A character can spend a minor action to make a DC 15 Acrobatics check to gain a +4 bonus against the hazard's attack.

Silt Sink

Hazard

Level 8 Obstacle

XP 350

A cloak of swirling silt covers the ground. Its featureless surface veils suffocating depths.

Hazard: A 4-by-4-square section of silt-covered ground conceals a 30-foot-deep pit.

Perception

◆ DC 19: The character detects a subtle difference in the silt flow over the area of the pit.

Additional Skill: Nature (only if the character succeeds on the Perception check)

◆ DC 15: The character realizes that the silt sink is deep enough to bury a creature.

Trigger

When a creature enters one of the hazard's squares, the hazard makes the following attack.

Attack

Opportunity Action **Melee**

Target: The triggering creature

Attack: +11 vs. Reflex

Hit: 3d10 damage, and the target is immobilized and takes ongoing 5 damage (until escape; see "Countermeasures"). The target falls to the bottom of the silt-filled pit.

Miss: The target returns to the last space it occupied, and its move action ends.

Countermeasures

◆ A trapped character can make a DC 19 escape check as a move action to end the immobilized condition and rise 10 feet up the silt pit. The character is immobilized again if still in the pit at the end of his or her turn.

◆ A nontrapped character who can reach someone in the pit (perhaps with a pole, a branch, or a similar tool) can spend a move action to pull a trapped creature 10 feet up the silt pit.

Devil Dune

Hazard

Level 9 Obstacle

XP 400

A mound of sand surges before a heavy wind, consuming anyone in its path.

Hazard: This heap of sand, up to 4 squares by 4 squares in size, is mobile enough to be pushed about by the relentless currents of air. It is also voluminous enough to swallow creatures in its flow.

Perception

No check is necessary to spot the large mound of sand or to notice the high winds.

Additional Skill: Nature

◆ DC 19: The character realizes the suffocating danger posed by the devil dune.

Trigger 1

Once a creature enters the encounter area, roll initiative. On the devil dune's initiative count, it moves and makes the following attack.

Initiative +6

Attack

Standard Action **Melee**

Effect: The devil dune shifts 4 squares toward the nearest creature. This movement does not provoke opportunity attacks.

Target: Each creature whose space the devil dune enters

Attack: +12 vs. Reflex

Hit: 2d6 + 3 damage, and the target is slowed, takes ongoing 5 damage, and treats all creatures more than 2 squares away as having concealment (save ends all).

Miss: The target is slowed until the end of its next turn.

Trigger 2

When a creature starts its turn entirely within the devil dune, the hazard makes the following attack.

Attack

Opportunity Action **Melee**

Target: The triggering creature

Attack: +12 vs. Fortitude

Hit: 4d6 + 3 damage, and the target is restrained (escape DC 19).

Countermeasures

◆ As an immediate interrupt when the devil dune attacks, a character trained in Acrobatics can substitute an Acrobatics check result for his or her Reflex defense. The character must accept the result even if it is lower than his or her Reflex.

False Oasis

Hazard

Level 13 Elite Lurker

XP 1,600

Clear water and sheltering palms entice sun-scorched travelers, beckoning the unwary to their doom.

Hazard: A false oasis is 6 squares by 6 squares in size. The inviting illusion hides a cluster of bloodsucking desert creepers filling a 2-by-2-square area of blocking terrain at the center of the mirage.

Perception

No check is necessary to notice the tranquil, compelling vision.

Additional Skill: Arcana

◆ DC 23: The character realizes that the oasis is an illusion and identifies the threat at the center of the area.

Additional Skill: Insight

◆ DC 18: The character recognizes the telltale signs that the oasis is an illusion, but can't sense the threat it conceals.

Trigger 1

When a character approaches within 3 squares of the false oasis, roll initiative. On the hazard's initiative count, it makes the following attack.

Initiative +10

Attack ◆ **Charm, Illusion**

Standard Action **Close burst 3**

Target: One, two, or three creatures in burst

Attack: +18 vs. AC

Hit: The hazard pulls the target 2 squares toward its center.

If the target ends this movement in a square adjacent to the area containing the creepers, the target is restrained (escape DC 27).

Trigger 2

When a character starts its turn in a square adjacent to the area containing the creepers, the hazard makes the following attack.

Attack ◆ **Necrotic**

Opportunity Action **Melee**

Target: The triggering creature

Attack: +16 vs. Fortitude

Hit: The target is weakened and takes ongoing 10 necrotic damage (save ends both).

Miss: The target takes 5 necrotic damage.

Countermeasures

◆ The false oasis has AC 30, Fortitude 24, Reflex 24, Will 24, hp 105, and vulnerable 15 radiant. If the hazard is reduced to 0 hit points, the illusion dissipates.

**Dust Funnel**

Hazard

Level 15 Blaster

XP 1,200

A shrieking maelstrom of dust descends from the sky. It skitters along the ground, bowling over and seizing creatures in its path.

Hazard: The dust funnel is a zone created by an area burst 2 around a random square.

Perception

◆ DC 18: Before the first time the funnel manifests, the character recognizes the sound of the forces building and knows where it will appear.

Additional Skill: Nature

◆ DC 11: As Perception, above.

Trigger

Once a creature enters the encounter area, roll initiative. On the hazard's first turn, it manifests centered on a random square. In subsequent rounds, it makes the following attack.

Attack

Standard Action Close burst 2

Effect: Before the attack, the hazard moves 1d10 squares.

Target: Each creature in burst

Attack: +18 vs. Reflex

Hit: 3d10 + 7 damage, and the target is immobilized and falls prone (save ends). Until the target saves, it moves with the funnel on the hazard's turn.

Miss: Half damage, and the hazard pushes the target 3 squares and knocks it prone.

Countermeasures

◆ A character can make a DC 23 Nature check as a minor action to find out which way the funnel will move on its next turn.

◆ A character can grab hold of a sturdy object (such as a rocky outcropping) as a standard action. The character is immobilized, but he or she gains a +4 bonus to Reflex against the hazard's attack. A character can release his or her hold as a free action.

Desert Glass

Hazard

Level 17 Obstacle

XP 1,600

The superheated temperatures caused by volcanic activity or potent magic can fuse sand into planes of slippery glass. These sharp, broken surfaces slice flesh with ease.

Hazard: Desert glass covers 20 contiguous squares. The squares in this nearly frictionless area are difficult terrain.

Perception

No check is necessary to notice that certain portions of the area contain broken, glasslike surfaces.

Additional Skill: Nature

◆ DC 20: The character identifies the squares of desert glass.

Trigger 1

A creature starts its turn in a square of desert glass, stands up in a square of desert glass, or enters such a square.

Attack

Opportunity Action Melee

Target: The triggering creature

Attack: +20 vs. Reflex

Hit: 2d6 + 7 damage, and the target falls prone and takes ongoing 10 damage (save ends). If the target is already prone, it is instead dazed until the end of its next turn.

Trigger 2

When one or more squares of the hazard are included within a blast or a burst that has the cold, force, or thunder keyword, the hazard makes the following attack.

Secondary Attack

Free Action Close burst 1 centered on the triggering square or squares

Target: Each creature in burst

Attack: +20 vs. Reflex

Hit: 2d6 + 7 damage, and ongoing 10 damage (save ends).

Effect: The desert glass is eliminated from the triggering square or squares.

Countermeasures

◆ A square of desert glass has AC 25, Fortitude 25, Reflex 25, hp 18. If a square of desert glass is reduced to 0 hit points, the hazard is eliminated from that square.

Venomous Spines

Hazard

Level 21 Elite Blaster

XP 6,400

The jungle is alive with noise and motion. For those accustomed to the wastelands of Athas, the profusion of plants is disconcerting. When nearby tree trunks peel back to reveal spines dripping with ichor, the travelers' unease quickly turns to alarm.

Hazard: One or more squares within a jungle area act as triggers for the nearby foliage. When activated, the triggers cause a flurry of poison-tipped spines to explode from the trees.

Perception

◆ DC 22: The character detects an odd, loose quality to the bark of some of the trees in the area.

Additional Skill: Nature

◆ DC 27: The character recognizes the nature of the venomous spine trees before moving within 6 squares of a trigger square.

Trigger

When any character moves within 6 squares of a trigger square, roll initiative. On the hazard's initiative count, it makes the following attack.

Initiative +14

Attack ◆ Poison

Standard Action Close burst 5

MONSTERS BY LEVEL

Every monster in the book appears on this list. Monster leaders are indicated with an (L).

Target: Each creature in burst

Attack: +24 vs. Reflex

Hit: 4d10 + 3 poison damage. The hazard makes a secondary attack against the same target.

Secondary Attack: +24 vs. Reflex

Hit: The target is blinded and takes ongoing 5 poison damage (save ends both).

Miss: Half damage.

Countermeasures

◆ As a standard action, a character adjacent to a trigger square can reduce the size of the hazard's burst by 2 squares with a successful DC 32 Nature check. After three such successes, the hazard is neutralized.

◆ A character who recognizes the nature of the hazard or has it pointed out to him or her can move within 6 squares of a trigger square without activating the hazard by succeeding on a DC 27 Acrobatics or Stealth check.

Defiled Plain

Level 24 Obstacle

Hazard

XP 6,050

Blackened and lifeless, this area has been despoiled by defiling magic. The sand is strewn with the bones of tiny scavengers, the rocks are bare of lichen, and a haze of ash billows with each step.

Hazard: An area from 5 to 20 squares on a side has been denuded by the energy of defiling magic.

Perception

◆ DC 16: The character senses that the area's barrenness is unnatural.

Additional Skill: Arcana

◆ DC 23: The character recognizes the stain of defiling magic on the land and the debilitating influence that remains.

Trigger

When a creature enters one of the hazard's squares or starts its turn there, the hazard makes the following attack.

Attack ◆ Necrotic

Opportunity Action Melee

Target: The triggering creature

Attack: +27 vs. Fortitude

Hit: 4d12 + 6 necrotic damage, and the target gains vulnerable 10 to all damage (save ends).

First Failed Saving Throw: The target loses a healing surge.

Second Failed Saving Throw: The target gains vulnerable 10 to all damage until cured by means of a ritual, such as Remove Affliction. The target cannot be attacked again by this hazard until cured.

Miss: Half damage.

Countermeasures

◆ A character adjacent to or in a hazard square can make a DC 29 Arcana check as a standard action. If the check is successful, the hazard becomes inactive until the end of the character's next turn. An arcane character who has no arcane defiling feats (see the *DARK SUN Campaign Setting*) gains a +2 bonus to this check; other characters take a -2 penalty for each arcane defiling feat they have. If a preserver spends two healing surges after making this check, he or she destroys the hazard. Healing surges spent in this manner can be regained only through an extended rest.

Monster	Level and Role	Page
Silt Runner Darter	1 Artillery	88
Silt Runner Rager	1 Brute	89
Human Slave	1 Minion Brute	64
Baazrag Whelp	1 Minion Skirmisher	14
Kestrel Carrion Eater	1 Minion Skirmisher	72
Baazrag Gnawer	1 Skirmisher	14
Jhakar Tracker	1 Skirmisher	70
Hejkin Sparker	1 Soldier	62
Salt Zombie	1 Soldier	100
Id Fiend	1 Solo Controller	68
Kank Spitter	2 Artillery	71
Dwarf Conscript	2 Brute	40
Hejkin Raver	2 Brute	63
Hejkin Chanter	2 Controller	63
Kestrel Blood Flock	2 Controller	72
Silt Runner Inciter	2 Controller (L)	89
Elf Peddler	2 Skirmisher (L)	44
Halfling Forest Runner	2 Skirmisher	60
Human Wasteland Raider	2 Soldier	64
Halfling Wilder	3 Artillery	60
Crodlu	3 Brute	28
Ssurran Shaman	3 Controller	92
Hejkin Chief	3 Elite Brute (L)	63
Elf Sniper	3 Minion Lurker	44
Silk Wyrms Hatchling	3 Minion Skirmisher	84
Baazrag Swarm	3 Soldier	15
Jhakar Trapjaw	3 Soldier	70
Tarek Raider	3 Soldier	93
Silk Wyrms Adult	3 Solo Skirmisher	85
Gith Hobbler	4 Artillery	54
Human Dune Trader	4 Controller (L)	64
Tarek Earth Shaman	4 Controller (L)	93
Mul Gladiator	4 Elite Soldier	76
Crystal Spider	4 Lurker	90
Gith Savage	4 Minion Skirmisher	54
Ssurran Hunter	4 Minion Skirmisher	92
Elf Dune Strider	4 Skirmisher	45
Inix Juvenile	4 Skirmisher	69
Jossi	4 Skirmisher	111
Human Gladiator Novice	4 Soldier	65
Kank Soldier	4 Soldier	71
Dwarf Sunpriest	5 Artillery (L)	41
Baazrag Breeder	5 Brute	15
Gith Spearhead	5 Brute	55
War Crodlu	5 Brute	28
Gith Drone	5 Controller	55
Anakore Hunter	5 Lurker	12
Black Reaver Zombie	5 Lurker	100
Cilops Creeper	5 Skirmisher	25
Eladrin Veiled Warrior	5 Soldier	42
Elf Raid Leader	6 Artillery (L)	45
Halfling Forest Keeper	6 Controller (L)	61
Ssurran Dune Mystic	6 Controller (L)	125
Dwarf War Chief	6 Elite Soldier	41
Feasting Zombie	6 Minion Brute	101
Aarakocra Warrior	6 Minion Skirmisher	11
Thri-Kreen Bounder	6 Minion Skirmisher	96
Aarakocra Diver	6 Skirmisher	10
Tembo	6 Solo Skirmisher	94

Monster	Level and Role	Page
Anakore Render	7 Brute	13
Eladrin Mirage Adept	7 Controller	43
Cilops Stalker	7 Elite Skirmisher	25
Belgoi Stalker	7 Lurker	16
Belgoi Craven	7 Minion Skirmisher	16
Street Mansabdar	7 Soldier	103
Goliath Enforcer	8 Brute	58
Mul Chainfighter	8 Brute	76
Thri-Kreen Mauler	8 Brute	97
Aarakocra Windcaller	8 Controller (L)	11
Belgoi Caller	8 Elite Controller (L)	17
Gaj Mindhunter	8 Elite Controller	48
Eladrin Windwalker	8 Lurker	43
Eladrin Windwalker Mirage	8 Minion Lurker	43
Belgoi Hunter	8 Soldier	17
Uluuun	8 Soldier	120
Chathrang	9 Artillery	24
Inix Adult	9 Brute	69
Mul Savage	9 Brute (L)	77
Human Overseer	9 Controller (L)	65
Haneth Tsalaxa	9 Elite Lurker	110
Anakore Dune King	9 Skirmisher (L)	13
Braxat Juvenile	9 Soldier	18
Raaig Tomb Spirit	9 Soldier	50
Brohg Hurler	10 Artillery	20
Silt Shark	10 Brute	125
Human Templar of Tyr	10 Controller	66
Sand Bride	10 Elite Controller	83
Brohg Warrior	10 Elite Soldier	21
Thri-Kreen Mantis Warrior	10 Elite Soldier	97
Human Slavehunter	10 Skirmisher	65
Mekillot	10 Soldier	75
Nganga	11 Artillery	113
Moon Priest	11 Controller (L)	119
Salt Golem	11 Elite Brute	56
Zombie Cactus	11 Elite Lurker	22
Thrax	11 Lurker	95
Zombie Cactus Thrall	11 Minion Brute	23
Halling Headhunter	11 Skirmisher	61
Goliath Gladiator	11 Soldier (L)	59
Zeburon	12 Elite Soldier	121
Hunter Cactus	12 Lurker	23
Sweeping Tentacle	12 Minion Brute	87
Wight Thrall	12 Minion Brute	98
Raking Tentacle	12 Minion Skirmisher	87
Constricting Tentacle	12 Minion Soldier	87
Dune Reaper Drone	12 Skirmisher	38
Dune Runner Wight	12 Skirmisher	99
Cinder Zombie	12 Soldier	101
Silt Horror	12 Solo Lurker	86
Floating Mantle	13 Controller	46
Gaj Pain Tyrant	13 Elite Artillery (L)	49
Dune Golem	13 Elite Soldier	57
Kirre	13 Skirmisher	73
Shadow Bride	13 Soldier	117
Brohg Renegade	13 Solo Controller	21
Human Defiler	14 Artillery	66
Toil Templar	14 Controller	109
Oath Wight	14 Elite Controller	99
Braxat Raider	14 Elite Soldier	19
Dune Reaper Shriek	14 Lurker	39
Silk Wyrn Elder	14 Skirmisher	85
Raaig Crypt Lord	14 Soldier (L)	51

Monster	Level and Role	Page
Floating Mantle Bluesting	15 Artillery	47
Beast Giant	15 Brute	52
Dune Reaper Warrior	15 Brute (L)	39
Human Mind Adept	15 Controller	67
Megapede	15 Elite Brute	74
White Widow	15 Lurker	90
Floating Mantle Polyp	15 Minion Brute	47
Dagorran Mindhound	16 Brute	29
Nightmare Beast Spawn	16 Elite Artillery	79
Maetan Lubar	16 Elite Controller	114
Goliath Enforcer Legbreaker	16 Minion Brute	58
Dragonborn Slaver	16 Minion Soldier	32
Dragonborn Scorned	16 Skirmisher	32
Champion		
Goliath King's Guard	16 Soldier	59
Human Blade Noble	17 Controller	67
Dagorran Ambusher	17 Lurker	29
Psurlon Dustworm	17 Skirmisher	80
Mul Champion	17 Soldier	77
Dragonborn Defiler	18 Artillery (L)	33
Mearedes	18 Controller	115
Psurlon Warworm	18 Elite Brute	81
Shadow Giant	18 Soldier	53
Water Drake	18 Solo Controller	34
Dragonborn Atavist	19 Brute	33
Psurlon Mindworm	19 Controller	81
Obsidian Golem	19 Elite Soldier	57
Beast Titan	20 Elite Brute	53
Fire Drake	20 Elite Lurker	35
High Kuotagha	21 Lurker	103
Cloud Ray Pup	21 Minion Skirmisher	27
Legionnaire Vestige	21 Minion Soldier	105
Raaig Soufflage	21 Skirmisher	51
Jasuan Temple Guard	21 Soldier	119
Rampager	21 Solo Brute	82
Tectuktitlay, Sorcerer-King	22 Elite Artillery (L)	118
Air Drake	22 Elite Skirmisher	36
Absalom	22 Elite Soldier (L)	107
Mekillot Dirk	22 Elite Soldier	75
High Praetor	22 Soldier (L)	105
Cloud Ray Adult	23 Elite Skirmisher	27
Braxat Lord	23 Elite Soldier	19
Abalach-Re, Sorcerer-Queen	23 Solo Controller (L)	102
Earth Drake	24 Elite Controller	37
Andropinis, Sorcerer-King	25 Elite Controller (L)	104
Judaga	25 Skirmisher	113
Cloud Ray Elder	25 Solo Controller	26
Nightmare Beast	25 Solo Controller	78
Lord Vizier	26 Elite Artillery (L)	31
Vizier's Skeleton	26 Minion Brute	31
High Consort	27 Artillery	117
Lion of the Desert	27 Solo Brute	109
Hamanu, Sorcerer-King	27 Solo Soldier	108
Lalali-Puy, Sorcerer-Queen	28 Solo Controller (L)	112
Nibenay, Sorcerer-King	29 Elite Controller	116
Dregoth, Sorcerer-King	30 Solo Controller	106
Dragon of Tyr	33 Solo Controller	30



BATTLE SAVAGE DESERT MONSTERS

Born of a world scarred by ancient sorcery, the creatures of Athas are legendary for their ferocity, power, and psionic talents. The deserts are merciless, and so are the monsters that roam the burning sands.

This DUNGEONS & DRAGONS® game supplement features monsters usable in the DARK SUN® campaign setting or any DUNGEONS & DRAGONS campaign world. It unleashes a horde of new monsters drawn from the harsh wastelands and desolate deserts of Athas, including monsters appropriate for all levels of play. Challenge your players with marauders such as braxats and silt runners, psionic predators such as id fiends, silk wyrms, and tembos, or creatures of defiling sorcery such as the Dragon and the corrupt sorcerer-kings. The world of Athas is home to a unique ecology of fierce desert beasts—and now they belong to your own game world, too!

For use with these 4th Edition DUNGEONS & DRAGONS products:

DARK SUN Campaign Setting
Player's Handbook® core rulebooks
Dungeon Master's Guide® core rulebooks
Monster Manual® core rulebooks
D&D® Miniatures *D&D*® Dungeon Tiles



ISBN: 978-0-7869-5494-0



Sug. Retail: US \$19.95 CAN \$23.95
Printed in the U.S.A. 253880000