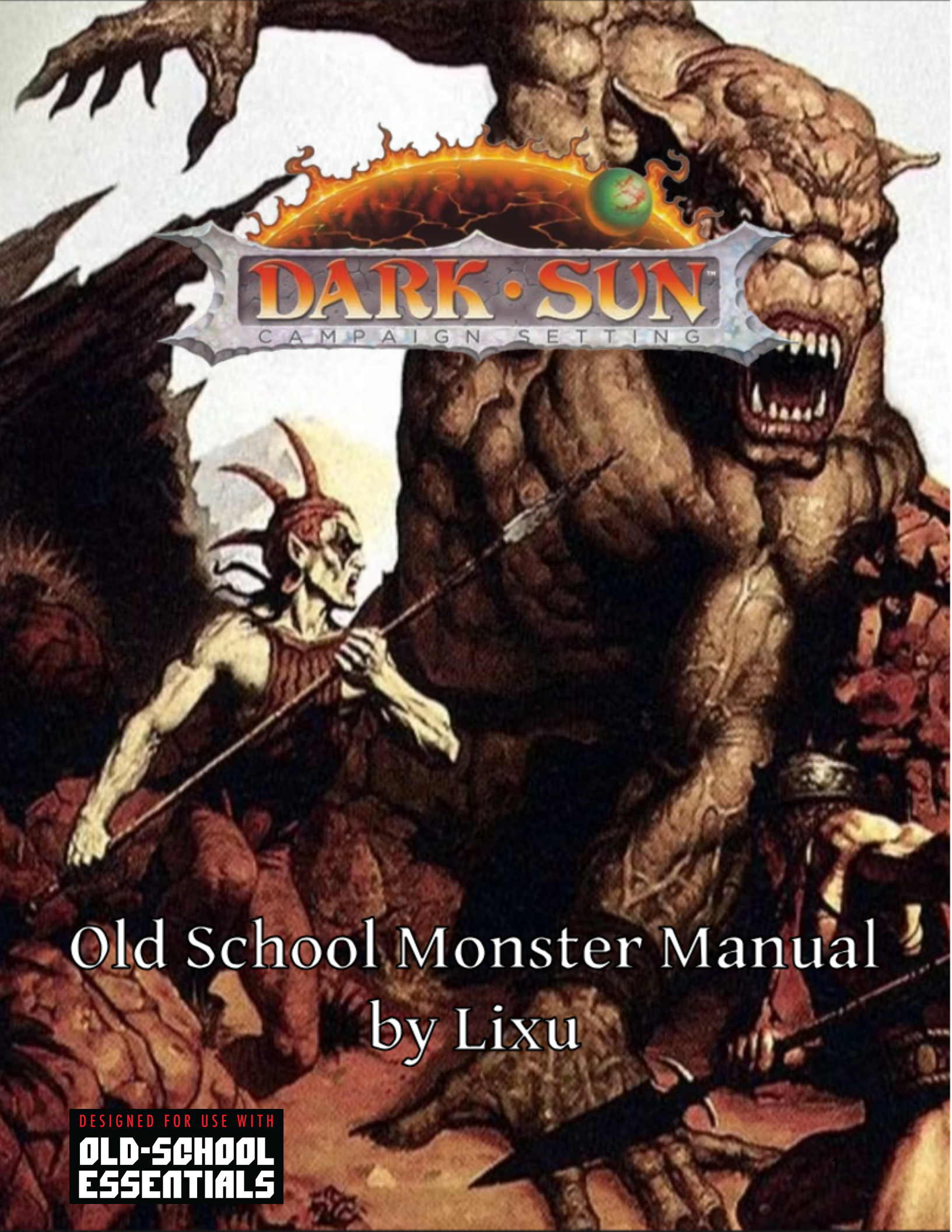


Old School Monster Manual

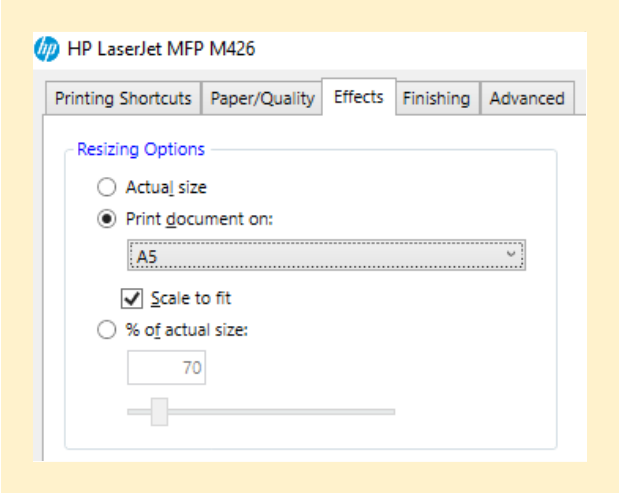
by Lixu

DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS

Printing Guidelines

This booklet was written in A4 format, if you want to print it in an A5 format (the one used by ***Old School Essentials***™) the following guideline may be followed.
Disclaimer: This guide assumes you are using Windows™ as your Operative System, so Mac™ users may have to search for a specialized guide.

There may be three ways to adjust printing scale:
1. Many printer drivers have native support for such functionality. Here is HP's example:



2. Generate A4 size PDF from your document. Then use your favorite PDF reader to print the PDF on A5, by selecting "fit to paper".
3. There's also a semi-manual way, directly in Word, if both above solutions fails for you:

Go to print and, from Printer Properties, set the scale factor to 70.7 percent. That will adjust it to A5 size (on A4 paper). However, the printer's margins will *not* scale, as they are set by the printer's hardware. Hence you may need to set the scale factor slightly lower, depending on your printer's margins. There is also the issue that Word will still tell the printer to use A4 paper, and you can't change that to A5 because, as you discovered, Word paginates the document to the paper size. For good measure, changing the paper size from Printer Properties at print time will be ignored by Word - it must be done from Page Setup, prompting re-pagination.
No matter which option you choose, make sure that your printer actually "see" A5 paper in a tray. You can verify this in printer settings, on the printer panel or other ways -- depending on your printer. For example, on many LaserJet printers you have to:

1. Send the actual print job to the printer (any of above methods).
2. Wait until it signals that an incorrect paper size (A4) is inserted into the tray.
3. Remove the tray, place A5 paper and put it back.
4. Only then you'll see a message to confirm in-tray paper size permanent change.

Foreword

When the Dark Sun Boxed Set was first published in 1991, it swept across the tabletop player base like dragon breath, filled with an incredibly unique twist to the traditional game pre-conceptions. It was bold, pulpy, harsh and challenging like no other. The Boxed Set, however, only included a handful of monsters to play with, and it wouldn't be until one year later when players received the monster compendium, which included 60+ extra creatures to place on Athas, all filled with details to give DMs inspiration to test their players in new and fun ways.

This time I will be presenting a set of rules for OSR Play, using the type of descriptions that would be present in the B/X Edition and its retroclones, although with heavy leanings for Old School Essentials™ . The goal behind this document is to present stats and description as concise and easy to reference as possible, giving priority to the crunch of the rules to be convenient for DMs at the moment of placing them on the table.

Monsters are one of the most important elements of running the game, they represent the biggest challenge the players are going to face, and as such, monster stats is one of the things that DMs are going to be seeing more often before and during session. As such, here I will present a series of monsters that you can throw to your players, with special abilities easy to understand and to keep track during combat.

This is part of an ongoing project to create an OSE™ conversion of Dark Sun that aims to fix the complicated rules of 2E. As such, expect changes to these in future.

The following rules were inspired by those present in the Old School Essentials Classic Fantasy Rule Set (You can find them at necroticgnome.com), the original **Dark Sun Boxed Set** for 2nd edition and both **compendiums** that came afterwards. Also, for the psionics rules, I recommend you to use my related booklet regarding psionics **(Dark Sun Old School Psionics & Magic)**.

Feel free to use these on your games, and if you have any recommendation or feedback, please feel free to reach out and let me know, I am always looking to improve.

Table of Contents

Monster Statistics.....6
Aarakocra.....8
Anakore.....8
Bazraag.....9
Belgoi.....9
Braxat.....10
Brambleweed.....10
B'rogh.....11
Cactus.....11
Cat,Great.....13
Cilop.....14
Cistern Fiend.....14
Cloud Ray.....15
Cordlu.....15
Drakes.....16
Dragon of Tyr.....20
Dwarf.....21
Dwarf Banshee.....21
Elf.....22
Erdlu.....22
Gaj.....23
Giants, Athasian.....23
Gith.....25
Half-Giant.....25
Halfling.....26
Hej-kin.....26
Id Fiend.....27
Inix.....27
Jozhal.....28
Kank.....28
Megapede.....29
Mekillot.....29
Mul.....30
Nightmare Beast.....30
Pterran.....31
Pterrax.....31
Pyreen.....33
Razorwing.....34
Sand Bride.....34
Silt Horror.....35
Silt Runner.....36
Sloth, Athasian.....36
So-ut(Rampager).....37
Spider Crystal.....37
Ssurran.....38
Sylk Wyrm.....38
Tarek.....39
Thri-kreen.....39
Tohr-kreen.....40
Thrax.....40
Villichi.....41
Zhakal.....41
Misc. Monters.....42
Monster from other settings.....43





Monster Statistics

Monsters are described by the following statistics.

Armor Class (AC)

The monster's ability to avoid damage in combat.
Ascending AC: The optional AAC score is listed afterwards in square brackets.

Hit Dice (HD)

The number of d8s rolled to determine an individual's hit points.
Asterisks: One or more asterisks after the HD number indicate the number of special abilities the monster has, for the purpose of XP calculation (see p228).
Modifiers: Modifiers to the HD (e.g. +3, –1) are applied to the hit point total after rolling the specified number of d8s.
Fractional Hit Dice: Some monsters are listed as having less than one HD, either as ½ (roll 1d4) or as a fixed number of hit points.
Average hit points: The average hit point value is listed in parentheses.

Attacks Usable Per Round (Att)

The attacks that the monster can use each round, with the inflicted damage in parentheses. (Note that monsters' attack and damage rolls are not modified by STR or DEX, unless specified.)
Alternative attack routines: Square brackets are used to distinguish between alternative attack routines that a monster may choose from.

Saving Throw Values (SV)

The monster's saving throw values:

- **D:** Death/poison.
- **W:** Wands.
- **P:** Paralysis/petrification.
- **B:** Breath attacks.
- **S:** Spells/rods/staves.

Save as HD: The HD at which the monster saves is listed in parentheses (with NH indicating that it saves as a normal human). This is not always equal to the monster's HD rating-unintelligent monsters typically save at half their HD rating; magical monsters may save at a higher HD rating.

Some monsters save as a character class. In this case, the class and level are listed in parentheses after the saving throw values:

Attack Roll "to Hit AC 0" (THAC0)
The monster's ability to hit foes in combat, determined by its Hit Dice (see Monster THAC0 by Hit Dice, p125).
Attack bonus: The monster's attack bonus (required when using the optional rule for Ascending AC) is listed afterwards in square brackets. Movement Rate (MV) The speed at which the monster can move. Every monster has a base movement rate and an encounter movement rate (noted in parentheses, one third of the base movement rate).

Modes of movement: If the monster has multiple modes of movement (e.g. walking, flying, climbing), they are listed individually, separated by slashes.

Morale Rating (ML)
The monster's likelihood to persist in battle. See in Classic Fantasy Morale, p123.

Alignment (AL)
The monster's affiliation to Law, Neutrality, or Chaos. If "any" is listed, the referee may roll randomly or choose the creature's alignment.

XP Award (XP)
Pre-calculated XP reward for defeating the monster.

Number Appearing (NA)
Listed as two values, the second in parentheses.
Zeros: If the first value is a zero, monsters of this type are not usually encountered in dungeons. If the second value is a zero, monsters of this type are not usually encountered in the wilderness and do not usually have lairs.
Usage: The use of these values depends on the situation in which monsters are encountered:

- **Wandering monsters in a dungeon:** The first value determines the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing may be increased; if encountered on a level less than its HD, the number appearing should be reduced.
- **Monster lair in a dungeon:** The second value lists the number of monsters found in a lair in a dungeon.
- **Wandering monsters in the wilderness:** The second value indicates the number of monsters encountered roaming in the wilderness.
- **Monster lair in the wilderness:** The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness.

Treasure Type (TT)
The letter code used to determine the amount and type of treasure possessed by the monster(s) (see Treasure Types, Old School Essentials). The letters listed are used as follows:

- **A to O:** Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters, usually hidden in the lair. For monsters with a lair encounter size (see Number Appearing) of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.
- **P to V:** If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicate treasure from the bodies of its victims.

Psionics Summary (PSI)
Gives a complete listing of the creature's innate psionic abilities. Listed are the powers or wild talents the monster is able to cast as well as the number and rank.
Wild Talents (WT): Wild Talents may optionally be used at the discretion of the DM.

Monster Descriptions

Aaracokra

Humanoid bird people.These creatures rarely leave their homes high in the mountains, but sometimes they venture into the inhabited regions of the Tablelands. **Languages:** Common, Aaracokra

---

AC 7[12], **HD** 1+2(6 hp), **Att** 1 x weapon (1d6 or by weapon), **Thaco** 19[0] **MV** 6'(36') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with chieftain), **AL** Chaotic, **XP** 20, **NA** 1d10 (3d10), **TT** D

PSI: WT: All-Round Vision, Know Direction **Powers:** 2
Dive Attack: If the aarakocra is flying, it can dive straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 1d6 (3) damage to the target.
Leader: A 2 HD leader (with 11hp) is present for every 20 aaracokras.



Anakore

The dune freaks, or anakore, are a race of dimwitted humanoids. They are nomadic burrowers who are constantly moving through the sandy wastes of Athas

---

AC 7[12], **HD** 3(14 hp), **Att** 2x weapon (1d4 or by weapon), **Thaco** 17[+2] **MV** 40'(20') burrow, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 95, **NA** 2d6, **TT** P

PSI: WT: Life Detection **Powers:** 2
Infravision: 90'.
Light sensitivity: Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, continual light).
Drag under: The Anakore drags the target underground and hits it with poisonous claws. The target must **Save vs paralysis**, if it fails it is paralyzed for 1d4 rounds, if it succeeds the target is then able to escape.



Baazrag

Two feet long or less omnivore, it is one of the smallest in the stony barren regions. Lives in small caves and tiny crags.

AC 4[15], **HD** 1(4 hp), **Att** 1 x weapon (1d4+2 claws or bite), **Thaco** 19[0]
MV 40', **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 15, **NA** 2d10 (4d10), **TT** Nil

---

- **PSI:** Kinetic Fist **Powers:** 2 **Rank:** 1st
- **Infravision:** 60'
- **Boneclaw:** Once in a very great while, a baazrag is born being much larger than normal. This creature is a boneclaw. The boneclaw stands more than 8 feet tall. **HD:** 4(18 hp), **Att** 2 x weapon (1d4+2 claws), **MV** 60' **XP** 125 **TT** Nil.



Belgoi

Demihumans who dwell in the most forlorn wastes of Athas. They have a taste for the flesh of intelligent races.

AC 7[12], **HD** 3(14 hp), **Att** 2 x weapon (1d4+2 claws or by weapon), **Thaco** 16[+3]
MV 40', **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 80, **NA** 1d10 (1d10), **TT** M

PSI: Hypnosis, Domination **WT:** Life Detection **Powers:** 3 **Rank:** 2nd.
Poisonous Claws: Belgois secret poison when attacking with their claws. Target must **save vs death** and lose 1d4 CON on a failure. Once the target's CON reaches 0, it falls unconscious and Belgois may feast on it.



Braxat

Braxat is a huge humanoid of mixed stock, mostly a combination of mammalian and reptilian. They are true terrors of the desert, usually attacking at night in search of fresh meat.

AC 0[19], **HD** 10 (45 hp), **Att** 1 x weapon (2d10 by spiked club), **Thaco** 11[+8] **MV** 45', **SV** D6 W7 P8 B8 S10 (10), **ML** 11, **AL** Neutral, **XP** 2300, **NA** 0 (1d2), **TT** V

PSI: Invisibility, Kinetic Shield, Mind Bar, Telekinesis **WT:** Chameleon Power, Control Sound
Powers: 10 **Rank** 2nd
Infravision: 90'
Breath weapon: 10' long line of acid, 2d10 damage (save versus breath for half).
Resistance to non-metal weapons: Only suffer 1 point of damage to non-metal or non-magical weapons.



Brambleweed

Brambleweed is a thick, thorny, vine-like plant that grows with incredible speed, creating an almost impassable wall around sources of water in the desert.

AC 8[12], **HD** 1** (4 hp), **Att** d100 x needle (1 damage per needle), **Thaco** 19[0] **MV** 0, **SV** D12 W13 P14 B15 S16 (1), **ML** N/A, **AL** Neutral, **XP** 15, **NA** 100(100), **TT** Nil

---

****:** Each Hit Die counts for 10 square feet of the plant
Plant Needles: Brambleweed does not make an attack, but if a victim is thrown into a section of brambleweed make an attack roll.



B'rogh

B'rohg are giant, slim, humanoid giants with four arms and two legs. They are often hunted for combat in the gladiatorial arenas of Athas due to their strength, size and combat prowess

---

AC 7[12], **HD** 5+3 (25 hp), **Att** 4 x weapon (1d8 by fist or weapon), **Thaco** 15[+4] **MV** 40', **SV** D10 W11 P12 B12 S14 (4), **ML** 6, **AL** Neutral, **XP** 575, **NA** 1d12 (1d12), **TT** J

PSI: WT: Know Direction, All-Round Vision **Powers:** 2
Multi-arm Defense: Whenever a B'rogh is not attacking with any pair of hands, it gains -2[+2] AC for each pair.
Multi Attacks: B'rogh can attack up to four times, but after their second attack each subsequent attack will get a -2 penalty to their attack roll.



Cactus

Cacti are a vile form of plant life that dwells anywhere there is sand. It feeds on the blood of its victims. They often rest among a group of normal cacti if one is available.

- **False appearance:** While they remain immobile, cacti seem indistinguishable from other normal cacti.
- **Blindsight:** Cacti can only perceive 30' around them, they are blind beyond this point

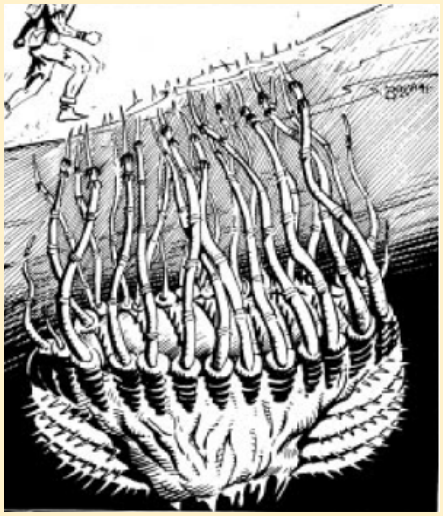
Sand Cactus

Sand cacti are well protected; the entire plant (except the needles) is hidden below the sand. The body is from 5-8 feet across and about 4 feet thick.

AC 8[12], **HD** 5 (22 hp), **Att** 4-8 x spine (1d3 per appendage), **Thaco** 15[+4] **MV** 0, **SV** D10 W11 P12 B12 S14 (4), **ML** N/A, **AL** Neutral, **XP** 575, **NA** 0(1), **TT** Nil

---

PSI: WT: Life Detection
Underground Plant: It preys from underground, it has 0 [20] AC when its main body is buried, around 6'-8' underground.



Hunting Cactus

Hunting cacti stand 3 feet high and have a number of oval shaped pods attached to the main trunk. They rely mostly on their psionic abilities to detect prey.

AC 8[12], **HD** 5+5 (27 hp), **Att** 6-8 x spine (1d4 per appendage), **Thaco** 15[+4] **MV** 0, **SV** D10 W11 P12 B12 S14 (4), **ML** N/A, **AL** Neutral, **XP** 575, **NA** 0(1), **TT** Nil

---

PSI: WT: Life Detection
Poison spines: Any creature hit by its spines must **save vs paralysis**, failure causes paralysis on the target for 1d6 rounds.



Spider Cactus

Spider cactus patches look like any patch of harmless cacti until a victim is showered by their needles. The victim is then dragged into the cactus, where the feeding needles make a slow feast of the hapless being.

AC 7[13], **HD** 3 (20 hp), **Att** 1 x spine (1d4 by needle), **Thaco** 17[+2] **MV** 0, **SV** D12 W13 P14 B15 S16 (1), **ML** N/A, **AL** Neutral, **XP** 150, **NA** 0(2d4), **TT** Nil

---

PSI: WT: Life Detection
Poison needle: Any creature hit by its spines must **save vs paralysis**, failure causes paralysis on the target for 1d6 rounds. Once hit by its needle, the target is slowly brought to the cactus, which starts attacking with 1d8 extra needles (1d4 damage per



Cat, Great

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

Psionic Cat

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

AC 6[14], **HD** 4+2 (20 hp), **Att** 3 x claws (1d4 by claws), **Thaco** 17[+2] **MV** 50', **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 375, **NA** 1(1d4), **TT** Nil

---

PSI: Domination, ESP, Invisibility **WT:** Life Detection, All-Round Vision, Know Direction, Life Detection **Powers:** 10 **Rank:** 2nd
Pursuit: Always pursue prey that flees.
Favored prey: Often develop a taste for a certain type of meat (this may include humans!), hunting that creature with preference.
Infravision: 90'
Surprise: On a 1–4, in woodland, due to camouflage.



Kirre

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

AC 6[14], **HD** 6+6 (33 hp), **Att** 4 x claws (1d4+2 by claws), **Thaco** 13[+6] **MV** 55', **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 700, **NA** 1(1), **TT** Nil

---

PSI: Levitation, Telekinesis, Kinetic Leap, Thought Shield, Invisibility, Crush Life **WT:** Life Detection, All-Round Vision, Know Direction **Powers:** 12 **Rank:** 3rd
Pursuit: Always pursue prey that flees.
Favored prey: Often develop a taste for a certain type of meat (this may include humans!), hunting that creature with preference.
Infravision: 90'
Surprise: On a 1–4, in woodland or desert, due to camouflage.



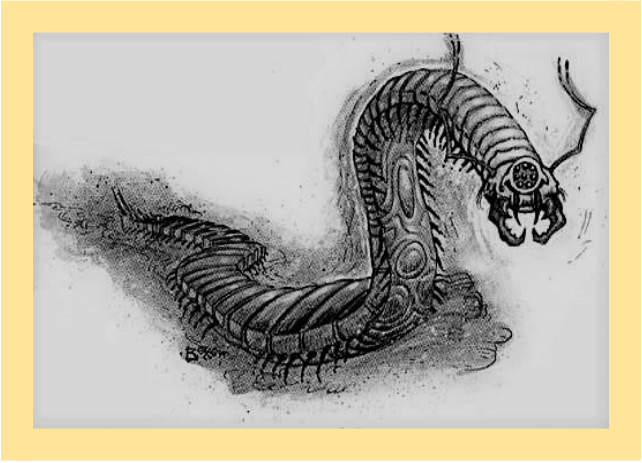
Cilop

Cilops are relentless hunters who are prized by the templars of all the city-states for their unique tracking abilities. The creatures look like enormous centipedes that reach lengths exceeding 15 feet.

AC 3[17], **HD** 5 (27 hp), **Att** 2 x bite (2d6 by fang), **Thaco** 15[+4] **MV** 50', **SV** D12 W13 P14 B15 S16 (5), **ML** 10, **AL** Neutral, **XP** 500, **NA** 1d4(1d4), **TT** Nil

---

PSI: Levitation, Telekinesis, Precognition, Thought Shield, Crush Life **WT:** Life Detection, All-Round Vision, Know Direction, **Powers:** 8 **Rank:** 3rd
Danger Sense: It cannot be surprised.
Poison: Causes victims to become horribly sick for ten days (save versus poison): no physical activity possible except half speed movement.
Infravision: 90'
Pursuit: Always pursue prey that flees.



Cistern Fiend

The cistern fiend appears as a giant, vaguely green but translucent worm with a great mass of coiling pinkish tentacles surrounding a hideous mouth, it preys near water sources.

AC 0[20], **HD** 10+10 (55 hp), **Att** 4 x whip (1d6 by tentacle), **Thaco** 9[+10] **MV** 40', **SV** D6 W7 P8 B8 S10 (10), **ML** 11, **AL** Neutral, **XP** 3000 , **NA** 1(1), **TT** Water

---

PSI: Mind Bar, Telekinesis, Mind Link, Thought Shield, Crush Life **WT:** Life Detection, All-Round Vision, Know Direction, **Powers:** 8 **Rank:** 3rd
Life Absorption: if a cistern fiend bites a target, the victim will have to **save vs death** and on a failure receive 4d8 damage, out of which half that amount will heal the Cistern Fiend.
Infravision: 90'
Poison bite: Any creature hit by its bite must **save vs paralysis**, failure causes paralysis on the target for 1d6 rounds.



Cloud Ray

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

AC 5[15], **HD** 12+7 (61 hp), **Att** 2 x attack (2d10 by tail or bite), **Thaco** 12[+7] **MV** 6'(120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 2,700, **NA** 0(1), **TT** Nil

---

PSI: Mind Bar, Telekinesis, Kinetic Shield, Thought Shield, Levitation, Astral Projection **WT:** All-Round Vision, Know Direction, **Powers:** 10 **Rank:** 3rd
Levitation: Cloud Rays can cast levitation on themselves without restriction.
Inertial Barrier: The cloud ray can create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. Said barrier lasts 1d10 rounds.
Infravision: 300'
Dream Travel: When casting Astral Projection, it can select a location and cast teleport to said location.



Cordlu

Crodlu are large reptiles that roam the deserts and scrub land in herds. Sometimes they are kept by herders as cattle.

AC 4[16], **HD** 2+4 (14 hp), **Att** 1 x attack (1d6 by claw or bite), **Thaco** 15[+4] **MV** 40', **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 40, **NA** 0(5d6), **TT** Nil

---

PSI: WT: All-Round Vision, Know Direction **Powers:** 2



Drakes

Drakes are gargantuan, reptilian monsters that use Athas as their personal hunting grounds. Drakes comprise a very powerful, non-intelligent group of creatures on Athas. If natural instinct, cunning, and ferocity were measurable, drakes would surpass many other creatures.

Innate Psionics: They are feared for their size, speed, and devastating abilities in combat, the latter due, in great part, to their very powerful psionics.

PSI: Body Control, Cell Adjustment, Clairaudience, Clairvoyance, Crush Life, Kinetic Shield **WT:** All-Round Vision, Life Detection. **Powers:** 18 **Rank:** 4th
Infravision: 120'
Attack pattern: Although powerful psionicists, most drakes prefer physical combat. All drakes have claw/claw/bite/tail lash attacks, psionics, and a breath weapon (usable thrice per day).
Breath Weapons: Can be used up to three times per day. Unless noted otherwise, all caught in the area suffer damage equal to the drake's current hit points (**save versus breath** for half). Shapes:
a. Cloud: 50' long, 40' wide, 20' high.
b. Cone: 2' wide at the mouth, 30' wide at far end.
c. Line: 5' wide along the whole length.
Valuable Body Parts: Drake's body parts are usable to create very durable items and gear, making them very valuable.

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



Air Drake

They spend most of their time soaring the Athasian skies.

AC -2[22], **HD** 20+9 (99 hp), **Att** 4 x attack (2d8+1d10), **Thaco** 5[+14] **MV** 40'(60')flying, **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Neutral, **XP** 5,000, **NA** 0(1), **TT** Body Parts

---

PSI: Refer to main entry + Levitation and Telekinesis
Wind Attack: They are able to cast a 60' diameter, circular bubble of tornado-like winds. Anyone caught inside the area will be buffeted for 3d10 points of damage (save versus breath weapon for half damage). This counts as their **Breath Weapon**.
Dive Attack: If the Air Drake is flying, it can dive straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 2d8 damage to the target.



Earth Drake

Often mistaken for an outcropping of rock, it is covered with thousands of small, spiny scales.

AC -4[24], **HD** 20+20 (110 hp), **Att** 4 x attack (3d8+1d12), **Thaco** 5[+14] **MV** 50'(30')burow, **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Neutral, **XP** 5,500, **NA** 1(1), **TT** Body Parts

---

PSI: Refer to main entry + Molecular Agitation, Molecular Manipulation, Telekinesis, Dimension Door.
Earth Shaping: Once per day They are able to create 50-cubic-feet of solid matter in the form of dirt, stones, and boulders from the elemental plane of earth, causing 3d10 damage (**save vs breath** for half).
Breath Weapons: 100' long line of rock spikes out its mouths.



Fire Drake

They enjoy inflicting pain for the pleasure of watching their victims writhe in agony. A fire drake's greatest delight comes from torturing a potential meal.

AC -3[23], **HD** 20+5 (95 hp), **Att** 4 x attack (2d10+2d8), **Thaco** 5[+14] **MV** 45', **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Neutral, **XP** 5,000, **NA** 0(1), **TT** Body Parts

---

PSI: Refer to main entry + Mind Link, Mass Domination, Telekinesis, Molecular Agitation.
Fire Summoning: able to cast a 50' diameter sphere of fire. The fire will burn for 1d6 +4 rounds. An unprotected take 4d10 fire damage per round that they remain in the fire **(save vs breath** for half damage).
Breath Weapons: 90' long cone of fire.



Water Drake

The most elusive of all drakes.They live near a deep water source, if possible; and to aquifers deep below the ground.

AC -1[21], **HD** 20+5 (90 hp), **Att** 4 x attack (2d10+2d8), **Thaco** 5[+14] **MV** 35'(60')Swimming, **SV** D2 W2 P2 B2 S4 (20), **ML** 12, **AL** Neutral, **XP** 5,000, **NA** 0(1), **TT** Body Parts

---

PSI: Refer to main entry + Dimension Door, Mind Over Body, Shape Alteration, Telekinesis, Molecular Manipulation
Ice Sphere: They are able to gate a 30' diameter sphere of Ice for 1d10 rounds. Anyone caught inside this sphere must save versus breath weapon or be frozen inside it. Individuals will take 1d8 points of cold damage per round and will suffocate unless rescued.
Breath weapons: : Boiling Water line, 100' range, 20' diameter.





Dragon of Tyr

Fortunately, there is only one dragon in the Tyr Region, and perhaps in the entire world of Athas. Its appearance is reptilian in many ways: it has a long, snake-like neck, whip-like tail, and scaly hide. Yet it walks on two legs, its hands have long, well developed fingers and thumbs, its bone structure seems faintly humanoid, and its head is long and narrow, with a distinctly mammalian appearance.

Mysterious Origin: The dragon wanders over all parts of Athas, usually alone. Occasionally, it visits a sorcerer-king, leaving disaster and chaos in its wake. Nobody knows, however, where it comes from, being a secret only known by the sorcerer kings.

AC -5[25], **HD** 40** (200 hp), **Att** 4 x attack (2d10+15 by claws and tail), **Thaco** 0[+19] **MV** 60'(60')Flying, **SV** D2 W2 P2 B2 S2 (21), **ML** 12, **AL** Lawful, **XP** 10,000, **NA** 1, **TT** H

PSI: Accelerated Motion, Telekinesis, Cell Adjustment, Mass Domination, Hypnosis, Body Control, Thought Shield, Crush Life, Molecular Agitation, Mind Bar, Molecular Rearrangement, Precognition, Teleport, Invisibility, Clairaudience, Clairvoyance, Detect Magic, Astral Projection **WT:** All-Round Vision, Control Sound, Sight Link, Life Detection, Send Thoughts, Control Light, Know Direction, Animate Shadow
Powers: 25 **Rank** 4th
Infravision: 300'
Fire immunity: Unharmed by fire.
Mundane damage immunity: Can only be harmed by magical attacks.
Psionic Resistance: Only affected by 4th rank Powers
Arcane Defiling Powers: Can cast Spells like a 14th level Defiler, it will always defile.
Spells known: Charm Person, Detect Magic, Shield, Read Magic (**1st level**). Phantasmal Force, Mirror Image, ESP, Detect Invisible (**2nd level**). Fire Ball, Haste, Lightning Bolt, Hold Person (**3rd level**). Massmorph, Wall of Fire, Wall of Ice, Remove Curse, Curse (**4th level**). Wall of Stone, Cloudkill, Conjure Elemental (**5th level**). Anti-Magic Spell, Death Spell, Disintegrate (**6th level**).
Levitate: The dragon can levitate at will with no restrictions.
Breath Weapon: It can thrice per day breath a 50' long cone of burning sand. It deals damage equal to its current hit points (**save vs breath** for half damage).



Dwarf

They are known for obsessive attitudes about the tasks they perform and as such, are considered extremely reliable workers.

AC 4[15], **HD** 1 (4 hp), **Att** 1 x weapon (1d8 or by weapon), **Thaco** 19[0] **MV** 60'(20'), **SV** D8 W9 P10 B13 S12 (Dwarf, 1)), **ML** 8(10 with leader), **AL** Lawful, **XP** 15, **NA** 1d6(5d8), **TT** G

PSI: WT: Sight Link, Know Direction **Powers:** 2
Leader: A leader of level 1d6 + 2 is present for every 20 dwarves. The leader may have valuable equipment: 5% chance per level.
Focus: When performing tasks related to their quest, they gain +1 to **Saves** and +2 to **attacks**.



Dwarf Banshee

Dwarves who die before completing a major focus are often condemned to live out their afterlives as demented banshees.

AC 0[20], **HD** 2+2 (10 hp), **Att** 1 x weapon (1d4+6 by fist or weapon), **Thaco** 19[0] **MV** 60'(20'), **SV** D8 W9 P10 B13 S12 (Dwarf, 1)), **ML** 12, **AL** Chaotic, **XP** 25, **NA** 1d6(5d8), **TT** G

PSI: WT: Sight Link, Know Direction **Powers:** 2
Mundane damage immunity: Can only be harmed by magical attacks.
Rage: It enters a desperate rage(+2 attack and damage bonus, may not leave the fight) for 2d6 rounds.



Elf

Athasian Elves stand 6'-7' tall. They are tribal raiders, nomads and traders all across the dunes and steppes of Athas.

AC 5[14], **HD** 1+1* (5 hp), **Att** 1 x weapon (1d8 by fist or weapon), **Thaco** 18[+1] **MV** 120'(200')running, **SV** D12 W13 P13 B15 S15 (Elf, 1), **ML** 6(8 with leader), **AL** Chaotic, **XP** 15, **NA** 1d6(2d12), **TT** E

PSI: One random power **WT:** Send Thoughts, Catfall **Powers:** 2
Rank 1st
Elven Run: It can run up 200' for 2d6 rounds one per day.
Leader: Groups of 15+ are led by an elf of level 1d6 + 1. The leader may have magical items: 5% chance per level for each magic item table.



Erdlu

Erdlus are flightless, featherless birds covered with flaky gray-tored scales. They weigh as much as 200 pounds and stand up to seven feet tall. They are used as mounts and cattle.

AC 7[12], **HD** 3 (13 hp), **Att** 2 x attack (1d6/1d4 by claw or bite), **Thaco** 17[+2] **MV** 90', **SV** D12 W13 P14 B15 S16 (3), **ML** 6, **AL** Neutral, **XP** 35, **NA** 5d10, **TT** Nil

---

PSI: WT: All-Round Vision, Know Direction **Powers:** 2
Max load: Carry up to 4,500 coins unencumbered; up to 9,000 at half speed.



Gaj

A gaj is a psionic horror, a predatory insectoid creature that feeds by draining the mind of intelligent creatures.

AC 2[18], **HD** 7 (31 hp), **Att** 2 x attack (1d6+2 by claw), **Thaco** 13[+6] **MV** 60', **SV** D8 W9 P10 B10 S12 (7), **ML** 9, **AL** Neutral, **XP** 1,250, **NA** 1d2, **TT** Nil

---

PSI: Mind Bar, Domination, Hypnosis, Mind Link, Thought Shield, Crush Life **WT:** Life Detection, All-Round Vision, Sight Link, Send Thought **Powers:** 7 **Rank:** 2nd

Mandible Grapple: The victim must **save vs. paralyze** or be held by the mandibles for 1d6 rounds.

Mind Consumption: When it holds its victim, it uses its antennae to feed from its mind. The victim loses 1d4 points of INT or WIS, if any of those two stats fall to 0, the victim dies.



Giant, Athasian

The Giants of Athas are huge, lumbering creatures who commonly inhabit the islands of the Sea of Silt. All the Giants of Athas share one characteristic, and that is savagery. Though humanoid giants can be congenial and friendly when properly approached, they have short tempers and are very easily agitated.

Beasthead Giant

Though somewhat smaller than humanoid giants, beasthead giants are actually more dangerous. They have a human looking body and the head of a beast.

AC 3[17], **HD** 15 (67 hp), **Att** 2 x attack (2d8+4 by fist or weapon), **Thaco** 5[+14] **MV** 60', **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,100 **NA** 1d4+2(2d6), **TT** O

PSI: Mind Bar, Clairvoyance, Crush Life, Kinetic Fist **WT:** Detect Life, Know Direction **Powers:** 5 **Rank:** 2nd

Psionic Resistance: Only affected by 2nd rank Powers and onwards.

Beasthead: The head has the shape of a beast, and it can make an attack similar to that creature, as listed below:

- Eagle, goat 1d8+4
- Wolf 1d10+2
- Id Fiend 1d6+6
- Kirre 1d10 (2 attacks)
- Braxat 2d8 (breath weapon, target **save vs breath** for half damage).

Desert Giant

Desert giants are humanoid in appearance. Desert giants live on desert islands.

AC 4[16], **HD** 13 (58 hp), **Att** 1 x attack (1d8+4 by fist or weapon), **Thaco** 7[+12] **MV** 40', **SV** D8 W9 P10 B10 S12 (9), **ML** 8, **AL** Neutral, **XP** 1,000 **NA** 2d6(3d6), **TT** J

PSI: WT: Detect Life, Know Direction **Powers:** 3
Psionic Resistance: Only affected by 2nd rank Powers and onwards.
Throw Hurl Rocks: When in combat, they can throw rocks that deal 2d10+5 damage, They can do so three times per day.
Boulder throwing: Up to 200'
Fortress: On desert islands. This climate is nearly identical to the deserts of Athas, save that these islands are surrounded by the Sea of Silt.



Plain Giant

Plains giants have facial features more akin to an elf than a human. Plains giants live on islands that have terrain similar to the scrub plains of Athas.

AC 5[15], **HD** 10 (58 hp), **Att** 1 x attack (1d6+4 by fist or weapon), **Thaco** 10[+9] **MV** 40', **SV** D8 W9 P10 B10 S12 (9), **ML** 7, **AL** Chaotic, **XP** 1,000 **NA** 2d6+2(3d6+4), **TT** J

PSI: WT: Send Thoughts, Know Direction **Powers:** 3
Psionic Resistance: Only affected by 2nd rank Powers and onwards.
Throw Hurl Rocks: When in combat, they can throw rocks that deal 2d10+5 damage, They can do so two times per day.
Boulder throwing: Up to 150'
Fortress: in the most heavily vegetated areas on their islands, making their homes in the midst of these brush areas.

Gith

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them.

AC 8[12], **HD** 2 (9 hp), **Att** 1 x attack (1d4+2 by weapon), **Thaco** 17[+2] **MV** 40', **SV** D12 W13 P14 B15 S16 (2), **ML** 6(8 with leader), **AL** Chaotic, **XP** 30 **NA** 2d6(3d6), **TT** M

PSI: Clairvoyance, Clairaudience, Crush Life, Kinetic Fist, Telekinesis **WT:** Detect Life, Know Direction **Powers:** 5 **Rank:** 1nd **Leader:** A leader of level 1d6 + 2 is present for every 20 dwarves. The leader may have valuable equipment: 5% chance per level.



Half-Giant

Highly valued as guards and mercenaries. half giants can be found from one end to Athas to the other.

AC 7[13], **HD** 4 (18 hp), **Att** 1 x attack (1d6+4 by weapon), **Thaco** 17[+2] **MV** 40', **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Varies, **XP** 125 **NA** 1d4+1(1d10), **TT** O

PSI: WT: Cat Fall, Sight Link
Powers: 2
Shifting Alignment: Half-giants routinely change their alignments to match whatever situation has most influenced them lately.



Halfling

Standing no more than 3 1/2 feet in height, and unlike their counterparts from other worlds, Athasian Halflings are xenophobic headhunters and cannibals who hunt and kill trespassers in their mountain forests.

AC 7[13], **HD** 1 (4 hp), **Att** 1 x attack (1d4+2 by weapon), **Thaco** 19[+0] **MV** 30', **SV** D11 W12 P13 B14 S15 (1), **ML** 6 (8 with leader), **AL** Lawful, **XP** 20 **NA** 2d8(3d10), **TT** V(E)

PSI: Telekinesis, Kinetic Wave, Thought Shield, Mind Link **WT:** Cat Fall, Send Thoughts **Powers:** 4 **Rank:** 1st
Leader and militia: Tribes are led by a halfling of level 1d6 + 1. A militia of 5d4 2HD warriors is also present.
Hoard: Only have treasure type E when encountered in the wilderness.



Hej-kin

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

AC 10[10], **HD** 2 (8 hp), **Att** 2 x attack (1d4 by weapon), **Thaco** 19[+0] **MV** 40', **SV** D11 W12 P13 B14 S15 (1), **ML** 6, **AL** Neutral, **XP** 30 **NA** 1d10(3d8), **TT** O(C)

PSI: Body Equilibrium, Thought Shield **WT:** Life Detection,Send Thoughts **Powers:** 4 **Rank:** 1st
Earth Glide: It can move through non magical earth or stone without thrace.



Id Fiend

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

AC 6[14], **HD** 5+5 (27 hp), **Att** 3 x attack (1d8 by claw or bite), **Thaco** 15[+4] **MV** 40', **SV** D10 W11 P12 B13 S14 (5), **ML** 6, **AL** Neutral, **XP** 475 **NA** 1(2), **TT** Nil(A)

PSI: Crush Life, Cell Adjustment, Invisibility, Telempathic Projection **WT:** Life Detection, Chameleon Power **Powers:** 7
Rank: 2nd
Incite Panic: Once per day it can incite fear to up to 1d6 victims, if the victim fails a **save vs spell,** it becomes afraid for 1d6 rounds and becomes unable to act straight.

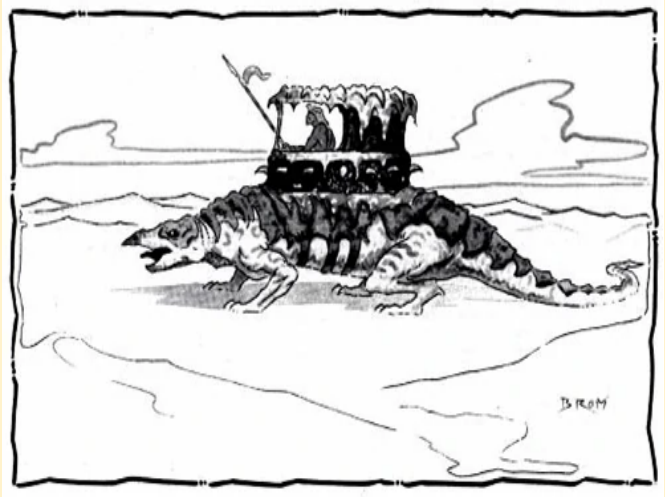


Inix

The inix is a large lizard midway in size between a kank and mekillot. It weighs about two tons and grows up to sixteen feet long. They are widely used as mounts.

AC 6[14], **HD** 6 (27 hp), **Att** 2 x attack (1d6 by claw or tail), **Thaco** 15[+4] **MV** 100', **SV** D10 W11 P12 B13 S14 (6), **ML** 6, **AL** Neutral, **XP** 500 **NA** 1(2), **TT** Nil(Rider)

PSI: WT: All-Round Vision, Know Direction **Powers:** 2
Max load: Carry up to 3,500 coins unencumbered; up to 7,000 at half speed.



Jozhal

Four feet tall reptile that live in clans in the desert. They are very adept in psionics and interested in magic.

AC 3[17], **HD** 3 (12 hp), **Att** 1 x attack (1d6 by claw or weapon), **Thaco** 15[+4] **MV** 30', **SV** D11 W12 P13 B14 S15 (6), **ML** 6, **AL** Chaotic, **XP** 500 **NA** 1d6(1d10+4), **TT** U

PSI: Kinetic Leap, Kinetic Shield, Mind Bar, Telekinesis **WT:** Chameleon Power, Control Sound
Powers: 8 **Rank** 2nd
Magic Spells: They are able to cast spells as a 3rd level cleric.
Spells Known: Cure Light Wounds, Detect Magic (**1st Level**), Hold Person (**2nd Level**).
Magic Kleptomania: They tend to always look to steal magic items from others.



Kank

Kanks are large docile insects, often weigh as much as 400 pounds and stand up to four feet tall at the back, with bodies as long as eight feet from head to abdomen. They are often used as mounts and cattle.

AC 5[15], **HD** 2 (8 hp), **Att** 1 x attack (1d6 by claw), **Thaco** 19[+0] **MV** 120', **SV** D12 W13 P14 B15 S16 (6), **ML** 6, **AL** Neutral, **XP** 50 **NA** 0(5d10), **TT** Nil(Rider)

PSI: WT: All-Round Vision, Know Direction **Powers:** 2
Max load: Carry up to 4,000 coins unencumbered; up to 8,000 at half speed.



Megapede

Megapedes are colossal centipedes which roam the sandy deserts of Athas. They have a very long (100 to 150 feet), segmented body which sports a pair of legs nearly every two feet

---

AC 3[17], **HD** 10 (40 hp), **Att** 5 x attack (1d6 by claw), **Thaco** 11[+8] **MV** 40', **SV** D6 W7 P8 B8 S10 (10), **ML** 6, **AL** Neutral, **XP** 2,300**NA** 1d4(1), **TT** Nil

---

PSI: Mind Link, Thought Shield, Reduction, Cell Adjustment **WT:** All-Round Vision, Chameleon Power **Powers:** 6 **Rank:** 2nd
Poisonous Bite: Megapedes insert their fangs into their victim, which must **save vs poison** and receive 3d6 poison damage on a fail.



Mekillot

Mekillots are mighty lizards weighing up to six-tons, with huge, mound-shaped bodies as long as 30 feet. They are used to pull caravan wagons.

AC 3[17], **HD** 11 (44 hp), **Att** 1 x attack (1d6 by tongue), **Thaco** 9[+10] **MV** 40', **SV** D6 W7 P8 B8 S10 (11), **ML** 6, **AL** Neutral, **XP** 2,600**NA** 2(1), **TT** Nil

---

PSI: WT: Know Direction, Control Sound **Powers:** 2
Swallow: On a natural 20 on their attack roll, the Mekillot may grab its victim with its tongue and pull it inside of its mouth. The victims must **save vs paralysis**, and it fails, it is swallowed by the Mekillot and dies immediately, crushed by the Mekillot's insides.



Mul

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

AC 8[12], **HD** 3+4 (16 hp), **Att** 1 x attack (1d8 by spear or weapon), **Thaco** 15[+4] **MV** 40', **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Chaotic, **XP** 60 **NA** 1d6+1(2d6+2), **TT** L (C)

PSI: Kinetic Leap, Control Body
WT: Sight Link, Control Sound
Powers: 4 **Rank:** 1st
Leader: A leader of level 1d6 + 2 is present for every 10 Mul. The leader may have valuable equipment: 5% chance per level.



Nightmare Beast

20' tall behemoths that roam the deserts causing devastation on their path, mostly with their combination of psionic and defiling abilities.

AC -5[25], **HD** 15 (67 hp), **Att** 5 x attack (2d6 by claws or fangs), **Thaco** 5[+14] **MV** 50', **SV** D4 W5 P6 B5 S8 (15), **ML** 9, **AL** Chaotic, **XP** 4,000 **NA** 1(1), **TT** Nil (F)

PSI: Crush Life, Molecular Agitation, Molecular Rearrangement, Kinetic wave, Teleport, Thought Shield **WT:** Life Detection, Control Sound **Powers:** 10
Rank: 3rd
Defiling Spells: It has powers that manifest similar to magic and defile the land around it, it can cast each of them twice per day.
Spell known: Fireball, Dispel Magic, Disintegrate, Cloud kill
Draining attack: Thrice per day, it heals the damage it causes, either by attacks or its powers.



Pterran

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

AC 8[12], **HD** 3 (12 hp), **Att** 1 x attack (1d6 by claws or weapon), **Thaco** 17[+2] **MV** 40', **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 55 **NA** 1d10(2d10+5), **TT** J (C)

PSI: ESP, Thought Shield **WT:** Know Direction, Life Detection
Powers: 4 **Rank:** 1st
Poison Weapons: Pterran input poison into their weapons, victims of these must **save vs poison,** and on a fail it loses 1 STR or CON for 1d20 days. If any of those stats falls to zero, the victim dies.



Pterrax

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

AC 7[13], **HD** 5 (23 hp), **Att** 2 x attack (1d8 by claws), **Thaco** 17[+2] **MV** 40'(60') Flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 7, **AL** Neutral, **XP** 225 **NA** 1d6(1d6), **TT** Nil

---

PSI: Thought Shield **WT:** Know Direction, All-Round Vision
Powers: 3 **Rank:** 1st
Dive Attack: The Pterrax dives onto its target and bites it, dealing 2d6 extra damage.





Pyreen

Pyreens are mysterious beings that roam the world of Athas. They are powerful psionicists and very powerful druids. They travel about Athas attempting to set things right, although it looks like a hopeless battle. Few know of their existence, and fewer still have ever met one. They are sworn enemies of defilers, and their actions indicate they are bent on the destruction of the sorcerer-kings. Pyreens are humanoid, although they are not identifiable as any of the current humanoid or demi-human races, rather, they have characteristics of all of them.

AC 0[20], **HD** 16 (72 hp), **Att** 1 x attack (1d8+3 by weapon), **Thaco** 5[+14] **MV** 60', **SV** D2 W3 P4 B3 S6 (16), **ML** 12, **AL** Neutral, **XP** 6,000 **NA** 1, **TT** V

PSI: Cell Adjustment, Mind Bar, Mind Link, Teleport, Crush Life, Molecular Rearrangement, Molecular Agitation, Dimension Door, Telekinesis, Control Density, Thought Shield, Hypnosis, Astral Projection, Accelerated Motion, Levitation, Body Weaponry, Clairvoyance, Clairaudience **WT:** Sight Link, Chameleon Power **Powers:** 18
Rank: 4th
Divine Magic: Pyreens have access to spells from all elemental spheres. They cast magic similar to a 14th level Druid.
Rejuvenate: Three times per day they are able to cast the Spell Rejuvenate on Defiled lands.

Animal Transformation: Pyreens are able to transform into any animal they desire at will.
Hunger and Thirst Immunity: Pyreen are able to survive without ever eating food or drinking water.
Psionic Resistance: They are only affected by psionic powers of rank 4.
Language Knowledge: Pyreens know all humanoid languages in Athas.
Speak with Plants and Animals: Pyreens are able to talk to all plants and animals.
Magical Equipment: Pyreens tend to be equipped with at least 3 magical items, usually weapons, rings and wands.



Razorwing

The razorwing is a small-bodied slate gray creature that looks a bit like a small pterrax. It has bone white edges on its wings which are very sharp.

AC 6[14], **HD** 4 (19 hp), **Att** 3 x attack (2d4 by wings or bite), **Thaco** 17[+2] **MV** 40'(60') Flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 7, **AL** Neutral, **XP** 175 **NA** 2d4(2d4), **TT** Nil

---

PSI:WT: Detect Life, Control Sound **Powers:** 3
Surprise Advantage: +1 to all surprise rolls.
Charge Attack: Once per day, they can charge with their wings against an enemy and deal double damage on their next attack.



Sand Bride

The sand bride is a negative material plane creature trapped on Athas. It uses its powers of illusion to lure victims to a cold death. The sand bride usually creates the illusion of an oasis, with itself as a beautiful woman (or more rarely, a man). It feeds on the life force of intelligent beings.

AC 0[20], **HD** 6 (27 hp), **Att** 2 x attack (1d0 by arm), **Thaco** 13[+6] **MV** 60', **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 725 **NA** 1, **TT** C

Illusion: Twice per day, a Sand Bride can create the Illusion of an Oasis in the desert and take the form of a beautiful man or woman to trick a thirsty traveller.
Mundane damage immunity: Can only be harmed by magical attacks.



Silt Horror

Silt Horror is the name given to a group of predators that dwell in the sea of sand. While they vary in size and color, all of them are characterized by a large number of tentacles, and an unending hunger. Few are the creatures that escape once a silt horror has its tentacles around them.

AC 8[12], **HD** 18 (80 hp), **Att** 10 x attack (1d6 by tentacle), **Thaco** 7[+12] **MV** 60', **SV** D2 W3 P4 B3 S6 (18), **ML** 7, **AL** Neutral, **XP** 7,000 **NA** 1, **TT** Nil

---

PSI: Thought Shield, Precognition, Domination **WT:** Create Sound, Sight Link
Powers: 6 **Rank**: 2nd
Conscription: Three times per day, a Silt Horror can grab one victim and deal 1d8 damage per every round that it holds it. An **open doors check** may allow the victim to free itself from the Silt Horror's hold.
Gust of Air: On the rare occasions when a horror is losing a fight, it uses its air jet to escape. It moves by jetting out a large gust of air, sliding itself backwards through the silt at a rate of 50 yards per round.
Drag Inside: Three times per day, when it attacks, it attempts to grasp an opponent with its tentacles and drag them below the silt. Upon being dragged inside the Silt, the victim may be able to survive for 1d4 rounds. An **open doors check** may allow the victim to free itself from the Silt Horror's hold.

Multiple Tentacles: A Silt Horror has up to 10 tentacles from which to attack with, each tentacle counts as it's creature, following the statistics listed below:

Horror Tentacle

AC 5[15], **HD** 2+1 (10 hp)



Silt Runner

These small lizard-like men are common on Athas. They usually live the life of raiders, although occasionally a lair will be found.

AC 7[13], **HD** 2 (8 hp), **Att** 1 x attack (1d3 by claws or weapon), **Thaco** 19[+0] **MV** 40'(120') running, **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Chaotic, **XP** 40 **NA** 4d4(5d6+5), **TT** J (A)

PSI: Clairaudience **WT:** Chameleon Power, All-Round Vision **Powers:** 3 **Rank:** 1st
Leader: Groups of 15+ are led by a Leader. The leader may have magical items: 5% chance per level for each magic item table.
Running: Silt Runners tend to attack by overrunning their opponents, they may run to their targets at 120' a round up to four times a day.



Sloth, Athasian

The Athasian sloth is fast, cunning, and very bloodthirsty. A family of sloths can eat a whole halfling village in one night and is usually not afraid to try.

AC 5[15], **HD** 11 (49 hp), **Att** 3 x attack (2d8 by claws), **Thaco** 7[+12] **MV** 40', **SV** D6 W7 P8 B8 S10 (11), **ML** 6, **AL** Neutral, **XP** 1,100 **NA** 0(1d4), **TT** Nil

---

PSI: WT: Detect Life, Chameleon Power **Powers:** 4
Poison Resistance: +4 to saving throws.
Powerful Bite: Its teeth do 2d10 damage on a successful bite. If the victim fails a **save vs paralysis**, the sloth sink its teeth into its prey and hangs on, doing an additional 1d10 of damage per round.
Halflings Preference: Will prioritize halflings on sight.



So-ut (Rampager)

The so-ut, or rampagers, are fierce creatures that live only for the sake of destruction. They know no fear and hate the things of men, like weapons and buildings.

AC -4[24], **HD** 14+2 (65 hp), **Att** 2 x attack (2d6 by claws or bite), **Thaco** 7[+12] **MV** 40', **SV** D6 W7 P8 B8 S10 (11), **ML** 12, **AL** Chaotic, **XP** 2,500 **NA** 1, **TT** Nil

---

Fear Aura: Two times per day, the So-ut emanates an aura 30' around it, any creature inside this range must **save vs spell** and be frightened for 1d4 rounds on a fail.
Poison Claw: When attacking with its claws, the So-ut secretes acidic poison. Any creature hit by this attack must **save vs poison** and receives 10 extra damage on a fail. Any armor hit in this manner automatically melts off and becomes ineffective.

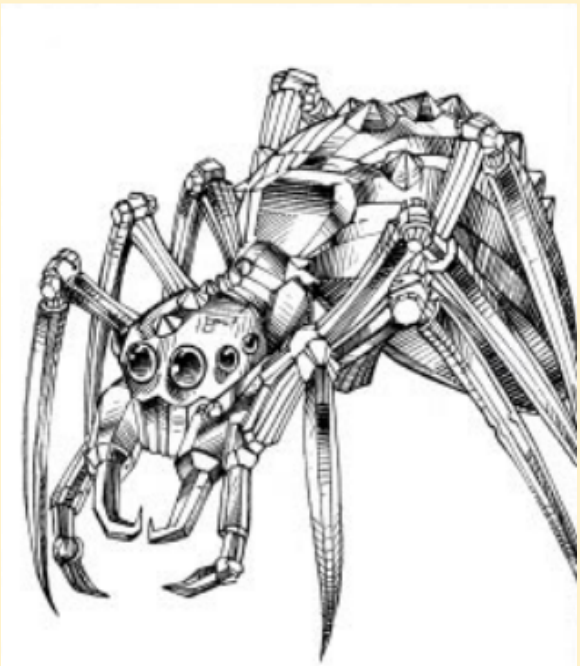


Spider, crystal

The crystal spider is a voracious predator that spins a glass web. The web is very sharp and can focus a damaging beam of light at a potential victim.

AC 2[18], **HD** 4(17 hp), **Att** 2 x attack (2d4 by claws and bite), **Thaco** 17[+2] **MV** 40', **SV** D12 W13 P14 B15 S16 (4), **ML** 7, **AL** Neutral, **XP** 120 **NA** 1d4(3d4), **TT** Q

PSI: Kinetic Shield **WT:** Control Light **Powers:** 4 **Rank:** 1st
Light Beam: After taking a round to prepare, the spider shoots a light beam from its eyes as an attack roll. Target creature receives 3d6 damage and must **save vs wands** and be blinded on a failure.
Poison needle: Any creature hit by its spines must **save vs paralysis**, failure causes paralysis on the target for 1d6 rounds.



Ssurran

Ssurrans are nomadic, humanoid reptiles. Some are raiders while others are simple hunters. As lizard men of the desert, they have adapted to the heat of the Athasian day and are active even during the blazing midday heat.

AC 4[16], **HD** 3(12 hp), **Att** 1 x spear (1d8 by weapon), **Thaco** 7[+12] **MV** 40', **SV** D12 W13 P14 B15 S16 (3), **ML** 6, **AL** Lawful, **XP** 80 **NA** 2d8(5d6), **TT** R

PSI: WT: Know Direction, Life Detection **Powers:** 4 **Rank:** 1st
Fire Resistance: They receive only half damage from fire based attacks.
Shaman: For each group of 10 or more ssurrans encountered, one is a shaman/leader with maximum hit points and 3rd level clerical abilities. It has a 5% chance to hold valuable equipment.



Sylk Wyrm

A snake 50' long with a hard, chitinous shell. It is usually seen flying during the day looking for prey to attack at dusk.

AC 3[17], **HD** 6 (27 hp), **Att** 1 x attack (1d6 by bite), **Thaco** 15[+4] **MV** 30'(50') flying, **SV** D8 W9 P10 B10 S12 (7), **ML** 6, **AL** Neutral, **XP** 1,100 **NA** 1, **TT** Q

PSI: WT: Create Sound, Animate Shadow **Powers:** 6
Fire Resistance: They receive only half damage from fire based attacks.
Paralyzing Bite: They can bite their opponents and secret a strong poison, a failed **save vs paralysis** causes the victim to be paralyzed for 1d4 days.
Life Leeching: It would try to take away its victim to a Lair and start leeching 1d4 CON per day for the duration of its poison. If the victim's CON falls to 0, it dies.



Tarek

Tareks are big, musclebound, and hairless bipeds that inhabit the hilly and mountainous areas of Athas.

AC 7[13], **HD** 2+2(10 hp), **Att** 1 x spear (1d4+4 by weapon), **Thaco** 7[+12] **MV** 40', **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Lawful, **XP** 125 **NA** 2d8(5d6), **TT** P

PSI: Mind Link, Crush Life, ESP **WT:** Animate Shadow, Send Thoughts **Powers:** 6 **Rank:** 1st **Beyond Death:** Even after one fatal blow, Tareks can keep fighting after having their hit points reduced to 0. They only stop after 1 round or their hp being reduced to -10, whichever comes first.

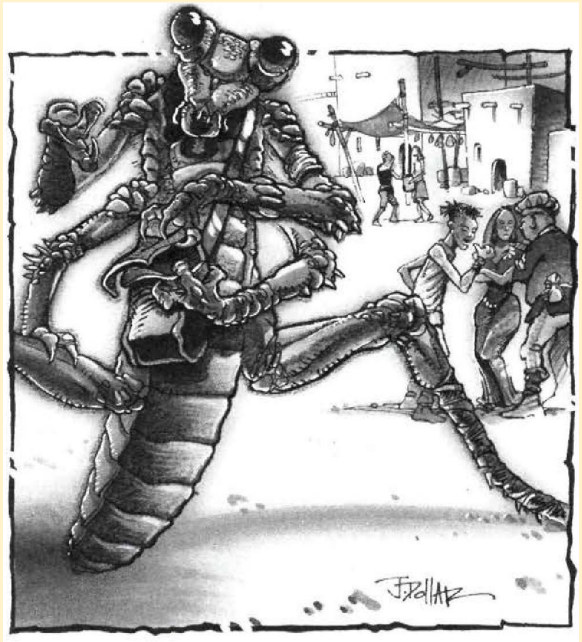


Thri-kreen

Thri-kreen are a race of large, intelligent insects often referred to as mantis warriors. They are found in most areas of Athas and they prefer to roam the plains where they have hunting territories.

AC 5[15], **HD** 3+2(15 hp), **Att** 4 x attacks (1d4 by claw or weapon), **Thaco** 16[+3] **MV** 40', **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 150 **NA** 2d12(2d12), **TT** R

PSI: Kinetic Shield, Kinetic Leap, ESP **WT:** Chameleon Power, Send Thoughts **Powers:** 6 **Rank:** 1st **Multi-arm:** Thri-kreen have four arms and can use up to four weapons at once. They receive a penalty of -2 on their attack roll if they carry any extra weapon.



Tohr-kreen

Tohr-kreen are larger, cultured versions of thri-kreen. They are more civilized than their smaller cousins, and not nearly as aggressive. However, when they do fight, they are more deadly than the thri-kreen

---

AC 3[17], **HD** 6(25 hp), **Att** 4 x attacks (1d4 by claw or weapon), **Thaco** 16[+3] **MV** 40', **SV** D8 W9 P10 B10 S12 (6), **ML** 10, **AL** Lawful, **XP** 300 **NA** 1(1d4), **TT** R

PSI: Kinetic Shield, Kinetic Leap, ESP **WT:** Chameleon Power, Send Thoughts **Powers:** 8 **Rank:** 2nd
Multi-arm: Tohr-kreen have four arms and can use up to four weapons at once. They receive a penalty of -1 on their attack roll if they carry any extra weapon.
Paralyzing Bite: They can bite their opponents and secret a strong poison, a failed **save vs paralysis** causes the victim to be paralyzed for 1d6 rounds.



Thrax

A Thrax is a dreadful creature that exists by draining the water from its victims. The thrax is very intelligent and is an implacable foe.

AC 3[17], **HD** 9(40 hp), **Att** 1 x attacks (2d6 by fist or weapon), **Thaco** 11[+8] **MV** 40', **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 700 **NA** 1(1), **TT** R

PSI: Mind Bar, Telekinesis, Mind Link, Thought Shield, Crush Life
WT: Life Detection, All-Round Vision, Know Direction, **Powers:** 8 **Rank:** 2nd
Drain Water: A successful hit by a thrax on an unarmored victim causes 2d6 points of damage, and the victim must save vs. petrification, and on a failure, the victim starts losing water from their body. After 2 rounds in this state, the victim dies dehydrated.



Villichi

Villichi are females born to normal humans, but mutated humans with enhanced psychic abilities and an extreme sensitivity to sunlight.

AC 7[13], **HD** 4(19 hp), **Att** 1 x attacks (1d4 by weapon), **Thaco** 11[+8] **MV** 40', **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Lawful, **XP** 150 **NA** 1(1), **TT** K

PSI: Telekinesis, Thought Shield, Body Control, Crush Life, Kinetic Wave **WT:** Detect Life, Control Sound **Powers:** 9 **Rank:** 2nd



Zhackal

Zhackals are small pack animals that travel about feeding off of the emotions of those about to die.

AC 7[13], **HD** 1(5 hp), **Att** 1 x attacks (1d4 by bite), **Thaco** 19[+0] **MV** 40', **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 120 **NA** 2d6(3d6), **TT** Nil

---

PSI: Mind Bar, Mind Link, Invisibility **WT:** Chameleon Power, Send Thoughts **Powers:** 7 **Rank:** 2nd



Misc. Monters

Some other minor Monsters are less common or too unimportant to be listed with the rest. Most of these are domestic animals such as pets, familiars and companions.

Hurrum

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

AC 8[12], **HD** 1/4(1 hp), **Att** 1 x attacks (1 by sting), **Thaco** 20[-1] **MV** 20'

Critic Lizard

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

AC 7[13], **HD** 1/2(2 hp), **Att** 1 x attacks (1 by bite), **Thaco** 19[+0] **MV** 20'

PSI: WT: Life Detection, All-Round Vision, Know Direction, **Powers:** 4

Floater

Floaters are small, aerial, jelly fish that drift above the Sea of Silt.

AC 9[11], **HD** 1/4(1 hp), **Att** 1 x attacks (1 by sting), **Thaco** 19[+0] **MV** 20'(30')Flying

---

Kes'trekel

The scourge of the Tablelands, kes'trekel are vile avian creatures that feast upon desert carrion.

AC 9[11], **HD** 1/2(2 hp), **Att** 1 x attacks (1 by beak), **Thaco** 18[+1] **MV** 20'(40')Flying

---







Monsters from other settings

This section is to describe the list of monsters present in other campaign settings that may be compatible with games in Athas. The descriptions for this monster can be found in the classic fantasy rules for Old School Essentials™.

- Acolyte
- Bandit
- Basilisk
- Bat
- Beetle, Giant
- Berserker
- Brigand
- Buccaneer
- Caecilia
- Carcass Crawler
- Cats, Giant
- Cave Locust
- Centipede, Giant
- Cyclop
- Dervish
- Driver Ant
- Elemental
- Ferret, Giant
- Ghoul
- Golem
- Insect Swarm
- Killer Bee
- Living Statue
- Mummy
- Neanderthal (Caveman)
- Noble
- Nomad
- Normal Human
- Pirate
- Pterosaur
- Purple Worm
- Rat
- Roc
- Salamander
- Scorpion, Giant
- Skeleton
- Snake
- Spider, Giant
- Stegosaurus
- Stirge
- Trader
- Triceratops
- Tyrannosaurus Rex
- Veteran
- Weaser, Giant
- Wight
- Wraith
- Wyvern
- Zombie