

## DESERT MONSTERS

by  
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Digging through stuff to throw away, I recently unearthed a handful of AD&D monsters I had created for a campaign I had written called Taibaijan. The campaign never really took off, due to lack of time on my part, and so the material was scattered to the desert winds.

I'm placing the three creatures I found here, for public use. The material ISN'T copyrighted, but I would appreciate that those people who might want to use it in their own work cite some credit.

Anyway, here they are...

### SAND CRAWLER

Climate/Terrain:	Desert
Frequency:	Common
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal
No Appearing:	2d10
Armor Class:	3
Movement:	6
Hit Dice:	1/2 (4HP)
Thaco:	18
No Attacks:	1 Claw, 1/2 Tail
Damage:	1d4 Claw, 1d10 Tail
Special Attacks:	None
Special Defense:	1/2 Damage from edged weapons
Magic Resist:	Nil
Size:	Small
Morale:	65%
XP Value:	15HP

Sand Crawlers resemble large (but thankfully not giant) scorpions. They are not poisonous, but do strike for considerable damage with their tails and usually arrive in large enough numbers to be considered a threat. Many travellers in Taibaijan have discovered how dangerous these beasts truly are.

### SAND SNAKE

Climate/Terrain:	Desert
Frequency:	Common

Organization: Pack or Solitary  
 Activity Cycle: Nocturnal  
 Diet: Carnivore  
 Intelligence: Animal  
  
 No Appearing: 1d6  
 Armor Class: 5  
 Movement: 18  
 Hit Dice: 1 (8HP)  
 Thaco: 15  
 No Attacks: 1 Claw, 1/2 Tail  
 Damage: 1d4 Bite  
 Special Attacks: Poison Bite, Induces sleep  
 Special Defense: None  
 Magic Resist: Nil  
 Size: Small  
 Morale: 70%  
 XP Value: 65

Sand Snakes are reptilic with strong scale armor. They are feared in the desert for their poisonous bite, which induces sleep as per the spell of the same name. They have no true stealth abilities though their coloration (a light tan) can make them somewhat difficult to spot within the desert.

#### SCORPONOK

Climate/Terrain: Desert  
 Frequency: Very Rare  
 Organization: Solitary  
 Activity Cycle: Daylight  
 Diet: Omnivore  
 Intelligence: Animal  
  
 No Appearing: 1 or 1d4  
 Armor Class: -3  
 Movement: 6  
 Hit Dice: 20 (160HP)  
 Thaco: 5  
 No Attacks: 2 Claw, 1 Tail  
 Damage: 3d10 Claw, 5d10 Bite  
 Special Attacks: Poison Breath as Dragon  
 Special Defense: Immune to poison, 1/2 Damage from edged weapons  
 Magic Resist: Nil  
 Size: Huge  
 Morale: 100%  
 XP Value: 16.000

The single most feared monster of the desert, the monstrous Scorponok has swallowed whole caravans. It strikes quickly and powerfully, devouring anything near it. The thick armored hide and its unnatural speed make it

a tough opponent to strike. The best known strategy when confronting a Scorponok is to retreat.