



“Braxat Battle” © Wizards of the Coast, by Kerem Beyit. Accessed at the artist’s ArtStation [here](#)

[Welcome to Dark Sun! For those of you unfamiliar with the setting, *Dark Sun* was a D&D setting in 2nd edition, and is probably the most far afield that official D&D has drifted from its typical style. Characters were more powerful, but magic is dangerous, psionics is common, equipment is fragile and heroic NPCs are thin on the ground. The overall vibe is somewhere between Barsoom and Mad Max. Needless to say, it has a lot of fans, and even got an official reboot in 4th Edition, one of the few campaign settings to be developed in that era (and one of the few 4e products liked by fans of other editions).

And of course, Dark Sun has a lot of unique monsters. I’m going to be using Pathfinder’s occult rules and spells to simulate some of their psionic powers, or giving them unique abilities that do similar things, but I’m not duplicating all of their 2e power listings. The way psionics worked in 2nd edition, most of these monsters have between 5 to 20 different psychic powers, even creatures of animal intelligence. I’m sifting through them to keep ones that I feel work thematically or mechanically in interesting ways, similar to the 4e approach.

First up, the braxat, which appears in the original *Dark Sun Campaign Setting* box-set. I first took notice of the braxat in its 3e appearance in *Monster Manual II*, and gave one a bunch of class levels to use as a bounty hunter in an epic level 3.0 game. 3e tried to make the braxats a little softer, by giving them a clan structure and making them harsh but dedicated parents. This is opposed to the random cruelty of the original, which was reinstated in 4e and here.]

Braxat

CR 9 NE Monstrous Humanoid

This giant humanoid resembles a cross between a rhinoceros and a beetle, with a crown of

mismatched horns on its head and a great armored carapace. It carries a spiked club in its meaty fists.

Hunters native to scorched mesas and plateaus, the braxats are sadistic killers. They enjoy prolonging the chase, drawing out the pain and fear of their prey before inflicting a killing blow. They are nocturnal, and frequently hunt by moonlight. A braxat views all creatures smaller and weaker than it with contempt, and views anything as large or strong as it is as competition. Only the most foul of creatures would tolerate a braxat's cruelty and violence.

In combat, braxats use their psychic abilities for defense while employing their vast strength in offense. Their breath weapon is a weapon of last resort—braxats find the acid left behind on meat to be distasteful, and they use their acidic spew only if they are not planning on eating their enemies. Foes that keep their distance are attacked with psychic magic, but most braxats keep a few PE in reserve to flee using *dimension door* if they are in danger of losing a fight.

Braxats dwell in caves and burrows hewn from their rocky homes. These dwellings are typically guarded with traps, and may contain trophies of kills the braxat is especially proud of. They are almost as unpleasant to each other as they are to other species; violence between even relatives is common. If braxats cooperate with each other in a warband, these alliances are usually fractious and temporary. Only the promise of vast treasure and opportunities for sadism can keep braxats working together for long. A strong braxat, such as one with class levels, can unite multiple warbands into a tribe for short periods of time, but they may spend as much time fighting off betrayals as enjoying the spoils of war.

A braxat stands fifteen feet tall and is broad and heavy for its height. Individual braxats may have up to a dozen horns, with similar horn number being a trait seen in family lineages.

Braxat CR 9

XP 6,400

NE Huge monstrous humanoid

Init +2; **Senses** darkvision 60 ft., Perception +17

Defense

AC 24, touch 10, flat-footed 22 (-2 size, +2 Dex, +14 natural)

hp 115 (10d10+60)

Fort +9, **Ref** +9, **Will** +11

DR 10/magic; **Immune** pain effects; **Resist** acid 10

Offense

Speed 30 ft.

Melee masterwork morningstar +15/+10 (2d8+6), slam +12 (1d6+3), gore +12 (2d6+3) or 2 slams +14 (1d6+6), gore +14 (2d6+6)

Space 15 ft.; **Reach** 15 ft.

Psychic Magic CL 9th, concentration +13 (+17 casting defensively)

16 PE—*blink* (3 PE), *dimension door* (4 PE), *inflict pain* (3 PE, DC 17), *mental barrier I* (1 PE), *mind thrust II* (2 PE, DC 16), *psychic crush I* (5 PE, DC 19), *thought shield I* (2 PE)

Special Attacks breath weapon (1d4 rounds, 30 ft. cone, 5d8 acid damage, Ref DC 21)

Statistics

Str 23, **Dex** 15, **Con** 22, **Int** 13, **Wis** 18, **Cha** 18

Base Atk +10; **CMB** +18; **CMD** 30

Feats Cleave, Combat Casting, Combat Reflexes, Multiattack, Power Attack

Skills Acrobatics +11, Climb +16, Craft (traps) +11, Intimidate +16, Perception +16, Survival +16

Languages Common, Giant, telepathy 100 ft.

Ecology

Environment warm mountains

Organization solitary, pair, warband (3-6) or tribe (7-24)

Treasure standard (masterwork Huge morningstar, other treasure)

Special Abilities

Breath Weapon (Su) A creature that takes damage from a braxat's breath weapon must succeed a DC 21 Fortitude save or be staggered for 1d2 rounds. This is a pain effect.