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[I've mentioned previously how nothing is cute in Dark Sun. But I feel like some people living on Athas would think jhakars are cute. Who wouldn't love a fun-sized *Dimetrodon* with the personality of a particularly stupid French bulldog and a case of [Liefeld Jaw](#)?]

Jhakar

CR 2 N Animal

This creature is squat and leathery, dull in color except for the garish frill rising from its back. Its eyes are wide set on either side of a large maw filled with a wall of teeth.

A jhakar is a predatory beast of rocky deserts. They are related to dimetrodons and other proto-mammals, having leathery skin and holding their limbs mostly beneath their body. Jhakars are highly vocal, making grunts, chirps, laughing yelps and a sound likened to a whistling teakettle when they are excited. Because of this vocal repertoire and their fixed, sardonic grins, they are sometimes called “jokers” by travelers. They are nocturnal, and often have one or more dens that they return to between hunts.

Jhakars are pack animals, and often cooperate in search of food. They have an excellent sense of smell, and may track prey for days. Jhakars use endurance and strength to bring down foes, clamping onto legs, tails or muzzles and dragging even large animals to the ground. The teeth of a jhakar look blunt from a distance, but they are tipped with multiple tiny prongs. The effect is somewhat like having a mouth full of meat tenderizers. Jhakars are ravenous, leaving behind nothing but stains—less digestible matter like teeth, hair and horn is regurgitated in a disgusting bolus a day or two later.

Jhakars have a reputation for being stupid and difficult to train, but their strength and endurance makes it worthwhile. Captive jhakars may be decorated with tattoos or piercings by vainer owners to flaunt their status. Because of a jhakar's keen nose and tracking skills, they are used by bounty hunters or slave-takers. They do badly when alone, preferring the company of multiple of their own kind. Violent wrestling play is common, both among jhakars and between a jhakar and a humanoid owner. They are intensely curious, and have a habit of sniffing out interesting things and chewing on them.

Jhakars as Animal Companions

Starting Statistics: Size Small; AC +4 natural armor; Speed 40 ft.; Attack bite (2d4); Ability

Scores Str 15, Dex 10, Con 16, Int 1, Wis 10, Cha 5; **Special Attacks** grab (Medium); **Special Qualities** low-light vision, scent

4th-Level Advancement: **Special Attacks** grab (Large), lockjaw; **Ability Scores** Str +2, Dex +2, Con +2.

Jhakar **CR 2**

XP 600

N Small animal

Init +0; **Senses** low-light vision, Perception +8, scent

Defense

AC 15, touch 11, flat-footed 15 (+1 size, +4 natural)

hp 17 (2d8+9)

Fort +6, **Ref** +3, **Will** +0

Offense

Speed 40 ft.

Melee bite +4 (2d4+3 plus grab)

Special Attacks grab (Large), lockjaw

Statistics

Str 15, **Dex** 10, **Con** 16, **Int** 1, **Wis** 10, **Cha** 7

Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 12 (16 vs. trip, grapple)

Feats Toughness

Skills Acrobatics +4 (+8 when jumping), Perception +8, Survival +0 (+4 following tracks); **Racial**

Modifiers +4 Perception, +4 Survival following tracks

Ecology

Environment warm hills

Organization solitary or pack (2-8)

Treasure none

Special Abilities

Lockjaw (Ex) A jhakar has a +4 racial bonus to its CMD for the purposes of creatures trying to escape from a grapple initiated by the jhakar. If a creature that is grappled fails to escape, it is knocked prone, and cannot stand as long as the jhakar maintains the grapple.