

Fiendish Folio

A Collection of Creatures & Critters for use with the Labyrinth Lord RPG.

By Salvatore Macri



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Creatures & Critters

Introduction

A

Air Gust

No. Enc: 1d4 (3d6)
Alignment: Neutral
Movement: 60' (20')
Fly 120' (40')
:
Armor Class: 6
Hit Dice: 2

Attacks: 1 (air blast)
Damage: 1d8
Save: F2
Morale: 8
Hoard Class: none
XP: 47

These minor elementals from the plane of air resemble little whirlwinds. Although no more than a few feet in height and width, these tiny tornadoes can easily sent the bulkiest adventurer flying. Air gusts attack by hurling powerful blasts of air. Anyone hit by and air gust's blast is pushed back 60' and must test against DEX in order to remain standing. In addition to its air blast attack, an air gust possesses innate protection from missile attacks (identical to a *Protection from Normal Missiles* spell).

Aranea

No. Enc: 1 (1d4+2)
Alignment: Neutral
Movement: 150' (50')
Clim 60' (20')
b:
Armor Class: 6
Hit Dice: 4
Attacks: 1 (bite, web, or spells)
Damage: 1d6+poison
Save: F4
Morale: 9

Hoard Class: X
XP: 245

An aranea is an intelligent, shape changing spider with sorcerous powers. In its natural form, an aranea resembles a large spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An aranea weighs about 150 pounds. The hump on its back houses its brain.

An aranea's bite is poisonous. Victims of a successful bite attack must save vs Poison or suffer an additional 1d6 points of damage.

An aranea may cast spells as a 3rd level magic-user (2 first level spells, 1 second level spell). Common spells employed by araneas include *Charm Person*, *Detect Magic*, *Sleep*, *Light*, *Mirror Image*, and *Phantasmal Force*.

In spider or hybrid form, an aranea may create and throw a web up to 50' (6/day). The ability produces effects identical to a Web spell.

Ananeas possess two alternate forms; humanoid and hybrid. In its humanoid form, the aranea cannot use its bite attack, web, or poison. In its hybrid form the aranea resembles a humanoid with fangs and spinnerets. In this form, the aranea retains its bite attack, webs, and poison, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 90' (30').

Arcane Beetle

No. Enc: 1 (1d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4
Hit Dice: 5
Attacks: 1 (pincer)
Damage: 2d6
Save: M5
Morale: 7
Hoard Class: none

XP: 190

A gargantuan beetle with a carapace of mirror-like silver. Arcane Beetles are ideally suited as mounts for warring against powerful magic-users and other arcane spell-casters due to their innate abilities.

Any spell cast upon an arcane beetle, be it from spells cast or magic items, is immediately cast back at the wizard. Arcane beetles are not harmed by magic weapons. Mundane weapons inflict damage as usual.

Arcanix

No. Enc: 1d4
Alignment: Chaotic
Movement: 120 (40')
Armor Class: 7
Hit Dice: 3, 6, or 12
Attacks: 1 (weapon, spell, or special ability)
Damage: 1d6 or weapon
Save: M3, M6, or M12
Morale: 8
Hoard Class: VIII, XIV, or XVI
XP: 80, 820, or 2,800



Arcanix (also known as Spell-Stealers), resemble tall, gaunt humans with bluish skin and pointed ears. They are extraplanar creatures who foray

into the mortal realms in their obsessive search for magic. They prize magical items above all else, but spell books and arcane lore (as well as spell casters themselves) are also sought to take back to their home plane.

There are three types of Arcanix; Arcanix Minor (3HD), Arcanix Major (6HD) and Arcanix Greater (12HD). If an Arcanix is encountered bearing a weapon, it is a near certainty that the weapon is magical in nature (the LL should base the weapon in accordance to the arcanix' Hoard Class). An arcanix performing a successful touch attack vs a spell caster (treat as an attack vs. an AC 9) may steal its HD worth of spell levels. Example: An Arcanix Minor (3HD) may steal a 3rd level spell from a magic-user, or three 1st level spells, or a 2nd and a 1st level spell. The spell-caster is allowed a saving throw vs. Spells to negate this effect. If the touch attack is successful (and the save fails) the stolen spells leave the magic-user's memory (until he can re-memorize them again), and the arcanix may use them as if he had studied them. The amount of times per day that an Arcanix may use this ability depends on the type of Arcanix; Minor 1/day, Major 3/day, Greater 6/day.

An arcanix possesses the following spell-like abilities; *Detect Magic* 3/day, *Read Magic* 3/day, *Dispel Magic* 2/day, *Dimension Door* 1/day. An arcanix may teleport to or from its home plane once (3HD), twice (6HD), or 3 times (12HD) per week.

Archon

No. Enc:	1d2
Alignment:	Lawful
Movement:	120' (40')
	Fly: 360' (120')
Armor Class:	-6
Hit Dice:	20
Attacks:	Male: 3 (weapon) Female: 3 (2 gore, 1 breath)
Damage:	Male: 3d10 or weapon Female: 3d10/3d10/4d6
Save:	C20
Morale:	11
Hoard Class:	none
XP:	4,250

Archons are celestials from a lawful-aligned plane. An archon's sole purpose is to oppose Chaos. Both male and female archons possess the bodies of giant, golden feathered eagles. Male archons possess the head, arms, and torso of a human male, while female archons possess no humanoid torso, instead they have a long, dragon-like neck and 3 heads (a human female head, flanked by 2 bull heads).

Archons may use spells like a 12th level cleric. Once per day, an archon may cast a Bolt of Purity. This spell acts as a *Lightning Bolt* spell. In addition, Bolt of Purity causes all victims to become lawful for 2d6 turns. Also once per day, an archon may create a Flaming Sword. The sword inflicts 4d6 damage. A Flaming Sword lasts for 3 turns.

In combat, males attack with weapons while females gore for 3d10 points of damage and may breath fire up to 10' for 4d6 points of damage.

Archons are immune to fire, poison, as well as clerical and arcane spells of level 1 to 4.

Armored Beast

No. Enc:	1
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	0
Hit Dice:	5
Attacks:	1 (horns or 2 hooves)
Damage:	1d8 or 1d6/1d6
Save:	F5
Morale:	9
Hoard Class:	none
XP:	200

This silvery quadruped resembles an armor-plated bull. Sheets of hard, silver armor seem to have been fused to the horned beast, offering unimaginable defensive resistance. If conditions allow it an armored beast will charge towards their foe and attack with their vicious armor plated horns (see LL rulebook: Charge).

Athach

No. Enc:	1d3 (1d6)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	0
Hit Dice:	14
Attacks:	4 (bite, tree stump, or stone)
Damage:	2d10+poison, 2d12 or 2d12
Save:	F14
Morale:	8
Hoard Class:	XIV
XP:	2,400

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds. Their malformed, humanoid bodies possess a third arm in the center of their chest.

Athaches attack with tree stumps, huge thrown stones, and by biting their opponents with their gnarled poisonous teeth.

An athach's bite is poisonous. A failed save vs Poison will result in the victim being helpless for 1d6 turns.

Avian

No. Enc:	1d4 (2d4)
Alignment:	Neutral
Movement:	120' (40')
:	Fly 150' (50')
Armor Class:	7
Hit Dice:	1
Attacks:	1 (spear or other weapon)
Damage:	1d6
Save:	F1
Morale:	9
Hoard Class:	XVIII
XP:	13

Avians stand 4' in height. Although humanoid in

appearance, their bright plumage, curved beak, and large wings attest to their avian origins. They are greatly feared for their swooping spear attack. Reducing an avian to ½ hp will render it unable to take flight.

An avian in flight equipped with a spear can swoop down from above with such prowess that anyone acting after the avian's initiative is unable to engage it in hand-to-hand combat.

Azer

No. Enc:	1d4 (2d6)
Alignment:	Neutral
Movement:	60 (20')
Armor Class:	0
Hit Dice:	4
Attacks:	1 (weapon)
Damage:	1d6 or weapon + heat damage
Save:	F4
Morale:	10
Hoard Class:	X
XP:	135

Azers are dwarf-like beings native to the Elemental Plane of Fire. Similar in size and physique to dwarves, azers possess hair and beards of pure flame. Another similarity to dwarves is the azers love of gems. They wear kilts of brass, bronze, or copper, and favor spears and hammers in combat.

An azer's body is intensely hot. Its unarmed attacks deal an extra 1d6 of damage due to the heat radiated by the azers body. Metallic weapons also conduct this heat and receive the same bonus to damage. Azers are immune to fire and fire-based damage, but suffer twice the amount of damage from cold-based attacks.

B

Bag of Teeth

No. Enc:	1
Alignment:	Neutral
Movement:	0
Armor Class:	9
Hit Dice:	1
Attacks:	1 (bite)
Damage:	1d6 + 1hp/round
Save:	0 Human
Morale:	9
Hoard Class:	none
XP:	10

A bag of teeth is a deceptive looking little critter. At first glance, the creature looks like a pouch of coins. Its insides, seen when one opens the "pouch", resemble coins of gold. As one inserts his hand within the creature to retrieve the gold within, the critter razor-sharp teeth spring open around the pouches opening, and clamp down on the victim's wrist. The bite causes 1d6 points of damage, with 1 hp being lost for every subsequent round due to continuous bleeding.

Barghest

No. Enc:	1 (1d4+2)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	6
Attacks:	3 (2 claws, 1 bite)
Damage:	1d4/1d4/1d6
Save:	F5
Morale:	8
Hoard Class:	none
XP:	570

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. A full-grown barghest is about

6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

A barghest may assume the shape of a goblin or a wolf (see LL rulebook for both goblin and wolf stats). It takes one round to change to or from a given shape. Also, should a barghest slay a humanoid opponent, it can feed on the corpse, devouring both flesh and life force. Doing so prevents the victim from ever being raised via *Raise Dead* and *Resurrection* and *Wish* have a 50% chance of being ineffective.

A barghest may cast the following spells at will; *Haste* and *Levitate*. Once per day it may cast *Charm Monster* and *Dimension Door*.

Bat, Monstrous

No. Enc:	1d4 (1d6)
Alignment:	Neutral
Movement:	Fly 180' (60')
:	
Armor Class:	6
Hit Dice:	3
Attacks:	2 (claws)
Damage:	1d4/1d4
Save:	F3
Morale:	7
Hoard Class:	none
XP:	65

Enormous, horse-size bats. Monstrous bats are sometimes used as mounts by underground dwelling humanoids.

Once per combat, a monstrous bat may forgo attacking via its claws and instead target 1 foe with a sonic blast (Range: 70'/140'/210'). The target of the blast will suffer 2d6 points of damage and will be stunned and unable to act for 1d6 rounds. A successful save vs. Paralyze will half the effect.

Behir

No. Enc:	1 (1d2)
Alignment:	Chaotic
Movement:	120 (40')
Armor Class:	0
Hit Dice:	10
Attacks:	1 (bite or rake)
Damage:	4d8 or 6d4
Save:	F10
Morale:	10
Hoard Class:	X
XP:	1,700

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue.

A behir may attack by way of its powerful bite or by raking at its foe with 6 of its claws. Once every 10 rounds, a behir may discharge and electrical blast up to 20' which inflicts 7d6 points of damage (save vs. Breath Attacks halves the damage). On a natural 20, a behir may swallow its prey whole (see LL p.62).

Black Hunter (Darkling)

No. Enc:	1d6 (3d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	7
Hit Dice:	2
Attacks:	1 (knife or dagger)
Damage:	1d4
Save:	T2
Morale:	7
Hoard Class:	VI

XP:	29
-----	----

Black hunters, or darklings, as they are sometimes called, are 4' tall cannibalistic humanoids. Darklings are jet black, hairless, and possess a wiry frame. Attacking a Black hunter in dim light incurs a -3 penalty to hit. Doing so in total darkness sees the penalty increase to -5. Darklings, for their part, see perfectly in darkness.

Darklings may use *Darkness* (reversed *Light* spell) twice per day.

Bladeling

No. Enc:	1 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	5
Hit Dice:	3
Attacks:	2 (body blades)
Damage:	1d8/1d8
Save:	F3
Morale:	10
Hoard Class:	XVIII
XP:	50

An abominable crossing of man and steel, bladelings resemble humans whose bodies are covered in all manner of blades, be it knives for hands, spiked shoulder blades, or needles and razors protruding from the forearms. Every touch of a bladeling inflicts pain. Such abominations are not welcome in any civilized lands.

Blobs

Blobs are kin to slimes, jellies, puddings, and goos. Although there are various types of blobs (determined by color), all blobs share certain common characteristics. Physically, blobs stand around 2 to 3 feet in height and are roughly spherical in shape. Because of the gooey nature of their bodies, blobs take half damage from blunt weapons such as maces or hammers. Blobs damaged via edged or piercing weapons

will expel a hazardous effect as the weapon pierces the blob's gooey skin. The exact nature of the effect caused by cutting into a blob is determined by the particular type of blob encountered.

It is interesting to note that blob types are divided according to color, and that these color types run parallel to those of dragons. This has lead scholars and wizards to believe that blobs may have been (accidentally?) created by dragons.

Damage: 1d6
Save: F3
Morale: 9
Hoard Class: IV
XP: 65

Blue (or lightning) blobs release a powerful electrical charge every time their bodies are pierced. This electrical blast immediately deals 2d4 points of damage to the bearer of the weapons which pierced the blob (no to hit and no save).

Blob (Black)

No. Enc: 1d6 (2d4)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 8
Hit Dice: 1+1
Attacks: 1 (slam)
Damage: 1d4
Save: F1
Morale: 9
Hoard Class: II
XP: 21

Black blobs, also called corrosive blobs, will expel an acidic goo when their skin is pierced via edged or missile weapons. In such instances, the edged or missile weapon dealing damage runs the risk of being destroyed (see Item Saving Throws, LL p.55).

Because of their coloring, when in dark and lightless environments, a black blob may surprise on 1-3.

Blob (Green)

No. Enc: 1d4 (1d6)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (slam)
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: III
XP: 29

When a green blob's (also known as poisonous blob) body is pierced, it expels a gaseous poison which affects all within a 30' radius. All those within the poison's area of effect must save vs Poison or suffer 1d6 points of damage and may not act on the following round. A successful save halves the damage and does not cost the victim his or her next round of action.

Blob (Blue)

No. Enc: 1d2 (1d4)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (slam)

Blob (Red)

No. Enc: 1 (1d2)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 5
Hit Dice: 4

Attacks: 2 (slam)
Damage: 1d4/1d4
Save: F4
Morale: 9
Hoard Class: V
XP: 135

As a red blob's (sometimes called a fire blob) body is pierced, it will expel a gas that instantly combusts as it comes into contact with air. All those engaged in melee combat with a red blob are afforded a DEX roll (see Ability Checks, LL p.55) in order to avoid the effects of the fiery blast. A failed roll means the combatant was caught in the blast, incurring 1d6 points of damage. There will be a 2 in 6 chance that the clothes (and other flammable ware) of those caught in the fiery blast will ignite, dealing a further 1d2 points of damage for 1d4 rounds (or until the fire is put out).

Blob (White)

No. Enc: 2d4 (2d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (slam)
Damage: 1d4
Save: F1
Morale: 9
Hoard Class: II
XP: 13

White blobs, or frost blobs, will encase the weapon that pierces or cuts its body in ice. A weapon so encased may be destroyed if used after this effect (see Item Saving Throws, LL p.55). Items left to thaw out for 1d6 hours return to normal.

Boar (Dwarven, War)

No. Enc: 1

Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 3
Attacks: 1 (tusk)
Damage: 2d4, 3d4 with head-gear
Save: F3
Morale: 10
Hoard Class: none
XP: 50

There have long been rumors of domesticated boars being trained for war by the dwarves. Dwarven war-boars are used in the same manner as humans use war horses. Only the dwarves have perfected the technique required to domesticate and train these ferocious and wild beasts, and only dwarves (or the very rare halfling) may mount them. The dwarven war-boar presented here is assumed to be fully equipped with war-boar barding (a mixture of chain and scale mail), as well as horned head-gear to maximize the boar's natural tusk attack.

Like the war horse, a war-boar will not shy from combat. Also like the war horse, in close range both boar and rider may attack simultaneously.

Bomber Bird

No. Enc: 1d6 (2d6)
Alignment: Neutral
Movement: Fly 480' (160')
:
Armor Class: 8
Hit Dice: 1
Attacks: 1 (claws)
Damage: 1d4
Save: F1
Morale: 7
Hoard Class: none
XP: 13

Bomber birds resemble large, carnivorous turkeys with massive wing spans. Bomber birds

are excellent and adept fliers and will always receive a +1 to initiative when in flight (when on the ground, bomber birds are slow and will always attack last in a combat round).

Bomber birds derive their names from their particular ability to produce eggs which explode upon impact. Bomber birds have learned to put this peculiar ability to good use when bringing down prey. A bomber bird in flight may produce an explosive egg which it will attempt to drop upon its prey. A roll to hit is required to hit the victim. A successful hit will inflict 1d6 points of damage to the victim, and 1d4 points of damage to all within 15' of the blast. A bomber bird may produce 1 explosive egg per combat.

Mundane Item: Explosive Eggs

It is quite conceivable that crafty adventurers may seek to capture a pair of bomber birds in order to produce explosive eggs for their own personal use. A bomber bird may produce 1 explosive eggs per month and the egg produced will retain its explosive properties for 1d6 months (after which, it becomes useless).

Damage: 1d6 + 1d4 to all within 15' of the blast. **Range:** 15'/30'/45'

remains. As potential victims draw closer, its animate nature is revealed, with skeletal parts springing to life. The skeletal remains and pieces that make up the mound will attempt to claw, kick, or bite the victim(s).

Much like the treacherous treasure, a bone mound is actually a slime-like creature which exudes a sticky film from its pores. This adhesive film picks up osseous martial which sticks to the slime-beast's blob-like form, giving it the appearance of a pile of bones.

This bone-collecting slime possesses a secondary ability which makes it a truly dangerous foe. In addition to the adhesive film it exudes, the bone mound possess an innate spell-like ability which acts in a similar manner to an *Animate Dead* spell. The effects of this spell-like ability extend up to 2' away from the creature's body. The creature may animate 1d6 boney remains that have adhered to it. Each of the animated parts may attack once, inflicting 1d4 points of damage. A cleric may turn these newly living bits of skeletal remains as if they were 1 HD Undead. The bone mound may shift its animate dead power from one set of boney remains to another at any time.

Bone Mound

No. Enc:	1
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	4
Hit Dice:	9
Attacks:	1d6 (animated bones)
Damage:	1d4
Save:	M9
Morale:	10
Hoard Class:	XX
XP:	1,700

Bone mounds are related to treacherous treasures (see Treacherous Treasures, below). At first glance, a bone mound appears to be a massive heap of bones and broken skeletal

C

Cerberus

No. Enc:	1
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	3
Hit Dice:	6
Attacks:	3 (bite)
Damage:	2d4/2d4/2d4
Save:	F6
Morale:	10
Hoard Class:	XII
XP:	820

A cerberus appears as a large, three-headed mastiff. Cerberuses are most commonly used as guards in dungeons to impede entry into lower dungeon levels.

Once per combat, each of the cerberus' three heads may spew a jet of fiery breath. Each breath attack deals damage equal to half the cerberus' current HP. A successful save vs. Breath Attacks will half the damage.

Movement: 30' (10')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 2 (claws)
 Damage: 2d6/2d6
 Save: F3
 Morale: 7
 Hoard Class: VI
 XP: 50

Chevale

	Centaur Form	Horse Form
No. Enc:	0 (1d3)	0 (1d3)
Alignment:	Neutral	
Movement:	180' (60')	270' (90')
Armor Class:	4	3
Hit Dice:	7	7
Attacks:	3 (2 hooves, 1 weapon)	3 (2 hooves, 1 bite)
Damage:	1d6/1d6/weapon	1d6/1d6/1d8
Save:	F7	F7
Morale:		10
Hoard Class:		XX
XP:	1,140	1,140

Chevls are shape shifting creatures. They may assume either the form of a powerful centaur or an intelligent horse. In either form, chevls are immune to mundane weapons and may only be harmed by silver or magic weapons.

Chevls concern themselves with the wealfare of all horses, especially those in the care of humans or demihumans. In either centaur or horse form, chevls may communicate with horses and command them to do their bidding. Once per day, a cheval may summon 1d4 war horses which will appear in 1d6 rounds (see Horse, War, LL p.82).

Clawed Fiend

No. Enc: 1d6 (3d6)
 Alignment: Chaotic

Clawed fiends are 5' tall, pale green humanoids. Their legs are short stumps and their hairless facial feature carry a distinctive frog-like cast (large, bulbous eyes, wide mouth). This creature is so named because of its absurdly long arms which end in long, viciously sharp claws. The arms themselves extend to 5', with the claws reaching 2 to 3 feet. With such a long range, the clawed fiend isn't limited to attacking foes directly in front of it, but may also attack those up to 8' away. Although clawed fiends can inflict devastating damage on their foes by way of their vicious claws, they are slow critters, and are penalized with a -1 to initiative rolls. Without the digits required for fine manipulation, clawed fiends are unable to employ weapons of any kind.

Cloaker

No. Enc: 1 (1d4)
 Alignment: Chaotic
 Movement: 30' (10')
 Fly 150' (50')
 :
 Armor Class: 3
 Hit Dice: 6
 Attacks: 2 (tail or special)
 Damage: 1d6/1d6 or special
 Save: F6
 Morale: 12
 Hoard Class: XX
 XP: 820

When resting or lying in wait, these creatures are almost impossible to distinguish from

common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. Once unfurled, its white underside displays a fully visible face, with burning red eyes, and fang filled mouth. A whip like tail unfurls as the cloaker reveals itself, which it puts to use in combat. Cloakers are apt fliers, possessing a wingspan of about 8 feet. It weighs about 100 pounds.

In combat, cloakers prefer to spring upon an opponent, engulfing it in the folds of its body, thus inflicting 1d4 + victim's AC points of damage/round. In such a situation, a cloaker will fend off anyone coming to the victim's aid by way of its 2 tail attacks. Any damage done to the cloaker when it has a prey engulfed will result in the cloaker taking half the damage inflicted and the engulfed prey taking the remaining half.

Cloakers can emit a sub-sonic moan which causes varying effects depending on the frequency of the moan. Moaning cloakers may not moan and bite on the same round.

The first frequency causes all those within 80' to attack with a -2 penalty. Furthermore, those subjected to this first frequency moan for 6 consecutive rounds are forced into a trance and may neither attack or defend themselves.

The second frequency moan acts as a *Confusion* spell.

The third frequency affects those within a 30' X 20' conical area. Anyone caught in this area must save vs Poison or suffer nausea and weakness lasting 1d4+1 rounds.

The fourth intensity of moaning acts as a *Hold Person* spell, affecting 1 person within 30' for 5 rounds.

Cloakers have the innate ability to manipulate shadows. This power can be used in the following ways; A cloaker may use the ability to obscure an opponents vision thus giving the opponent a -2 to hit. It may also use this ability to create forms out of the shadows resembling cloakers. This is similar to a *Mirror Image* spell and creates 1d4+2 duplicate cloakers.

A *Light* spell cast at the cloaker will blind it and prevent it from using shadow shifting abilities.

Crab-Men

No. Enc:	1d6 (2d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	4
Hit Dice:	3
Attacks:	2 (pincers)
Damage:	1d8/1d8
Save:	F3
Morale:	6
Hoard Class:	III
XP:	80

Crabmen are man sized, intelligent crabs. They walk upright on 2 pairs of legs. Above their legs are two short arms ending in small pincers used for fine manipulation. Above these are two longer arms ending in massive pincers which the crabmen use in combat. Crabmen are unable to wield weapons. If severed, a crabman's limbs will grow back in 1d4 weeks.

On a successful attack, a crab-man may forgo inflicting damage in exchange for pinning their victim in the grasp of their vice-like pincers. Foes trapped within the crab-man's grasp are immobilized. A successful STR check (see Ability Checks, LL p.55) on the part of the pinned victim will release him from the pincer. A crab-man holding a victim in the grasp of its pincer will usually use the second pincer to inflict damage upon his immobilized foe. A victim so pinned does not receive any bonus to AC from DEX.

Crypt Dwellers

No. Enc:	1d6 (2d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	F2

Morale: 12
Hoard Class: none
XP: 65

Similar in appearance to zombies, crypt dwellers are physically weak foes. What crypt dwellers lack in physical might, they make up for with their insidious contagion. Every round someone is engaged in melee combat with a crypt dweller they run the risk of contracting Crypt Rot. Each round, all those engaging the crypt dweller must make a successful save vs Poison or suffer 1 point of damage. This damage does not heal naturally and may only be healed by magic. Like their zombie kin, crypt dwellers are immune to both *Charm* and *Sleep* spells. Also like zombies, crypt dweller always act last in a round.

Crystalines

No. Enc: 1d6 (2d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 3
Hit Dice: 3
Attacks: 1 (weapon or blinding)
Damage: 1d6 or weapon
Save: F3
Morale: 9
Hoard Class: XIX
XP: 80

The Crystalines resemble humanoids whose entire bodies are composed of crystal.

When a crystalline dies (reaches 0 hp), its body shatters in an explosion of crystal shards. All within 10' failing a successful save vs Breath Attacks suffer 2d6 points of damage.

Crystalines have learned to use their faceted crystal-like bodies in conjunction with light to temporarily blind their foes. On a failed save vs Petrify or Paralyze the victim is considered blinded and suffers a -4 penalty to Hit for the next 1d4 rounds. This ability counts as an action as the crystalins position their bodies to capture the light and direct it effectively against

their foes.

D

Dark Paladins (Undead Knight)

No. Enc: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 0
Hit Dice: 10
Attacks: 1 (weapon)
Damage: 1d10, drain life energy
Save: F10
Morale: 12
Hoard Class: XVII
XP: 2400

These powerful undead were once knights whose ignoble deeds have cursed them to live on long after they've expired. Dark paladins appear as fearsome looking, living armor with glowing red eyes.

In addition to inflicting 1d10 points of damage, a successful hit by a dark paladin will like-wise drain the victim of 1 level (or Hit Die). After being drained of a level, the ictim will have the minimum number of experience points requiered for the lowered level. Victims reduced to level 0 die and return as undead squires under the control of the undead knight.

Undead knights are immune to mundane attacks and may only be harmed by spells or magic weapons/items.

Derro

No. Enc: 1d6 (4d6)
Alignment: Chaotic

Movement: 90' (30')
Armor Class: 5
Hit Dice: 2
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: F2
Morale: 9
Hoard Class: X
XP: 20

The derro are a race of degenerate dwarves. Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with creatures of other races, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

Derro prefer using crossbows to assault their foes but will use other weapons as well.

For every 3 derro encountered, one will have 4HD. For every 6, one will have 5HD. If 10 or more are encountered, there will be a 7HD leader accompanied by a 6HD lieutenant. A party of 20 derro will include a savant. A savant acts as a 6HD derro with spell-casting capabilities similar to a 6th level magic-user.

Draconic Basilisk

No. Enc: 1 (1d2)
Alignment: Chaotic
Movement: 90' (30')
Fly 150' (50')
:
Armor Class: 4
Hit Dice: 7
Attacks: 3 (2 claws, 1 bite) or breath attack
Damage: 1d6/1d6/2d6 or 4d6
Save: F7
Morale: 9

Hoard Class: XV
XP: 1490

A draconic basilisk is the offspring of a small black dragon and a large basilisk. It appears as a brown colored, six legged dragon measuring 15 feet in length. Although it possesses wings capable of allowing it to fly, it may only do so for a few turns at most.

In addition to attacking via tooth and claw, a draconic basilisk may spit acid up to 30' away for 4d6 points of damage (a successful save versus Breath Attacks halves the result). A draconic basilisk may use its breath weapon 3 times per day. A draconic basilisk likewise possesses the petrifying gaze of its basilisk parent. Anyone within 20' meeting a draconic basilisk's gaze runs the risk of being turned to stone. Attacking a draconic basilisk while avoiding its gaze incurs a penalty of -4 to hit. Draconic basilisks are immune to their own gaze.

Draconic Steed

No. Enc: 1
Alignment: Neutral
Movement: 240' (80')
Fly 300' (100')
:
Armor Class: 3
Hit Dice: 6
Attacks: 2 (hooves) or breath attack
Damage: 2d4/2d4 or ½ current hp
Save: F6
Morale: 12
Hoard Class: none
XP: 870

Draconic steeds resemble a magical melding of horse and dragon. Draconic steeds are immune to dragon breath attacks (any) and impart upon a rider a +2 bonus to saves vs Breath Attacks.



Draconic steeds are likewise immune to all 1st through 3rd level spells. to use its breath weapon again.

Draconic steeds may perform breath attacks twice per day. The exact type of breath attack will depend upon the race of dragon the draconic steed hails from (LL's choice or roll randomly; 1 = Black, 2 = Blue, 3 = Green, 4 = Red, 5 = White, 6 = Sea). Breath attacks will deal damage equal to half the draconic steed's current hp.

Dracos

No. Enc:	1 (1d2)
Alignment:	Chaotic
Movement:	90' (30')
	Fly 120' (40')
:	
Armor Class:	3
Hit Dice:	5
Attacks:	3 or 1 (2 claws, 1 bite or breath)
Damage:	1d4/1d4/2d4 or ½ current hp
Save:	F5
Morale:	10
Hoard Class:	XIV
XP:	350

A dracos resemble a cross between a dragon and a human. Although humanoid in appearance, they possess both wings and scales, and have the ability to spew fire like their larger draconic kin (be it on a much smaller scale).



A dracos may spew a fiery blast which will inflict damage equal to half the dracos' *current* hit points. A successful save vs Breath Attacks will halve the damage. After a breath attack, the dracos must wait 2d4 rounds before being able

Dragolem

No. Enc:	1
Alignment:	Neutral
Movement:	120' (40')
	Fly 240' (80')
:	
Armor Class:	-3
Hit Dice:	18
Attacks:	3 (2 claws, 1 bite)
Damage:	2d6/2d6/1d20+10
Save:	F18
Morale:	12
Hoard Class:	XVIII
XP:	4,250

Dragolems are golems fashioned in the shape of dragons. These powerful constructs are usually used to guard valuable artifacts or vast treasures.

A dragolem is unintelligent and is unaffected by *Charm* spells, *Hold*, *Sleep* or other mind altering spells, as well as gases, cold, and fire. Dragolems are also immune to all spells of up to level 4, to normal and silver weapons, and magic weapons of +2 or less.

Dragolems are able to see the invisible and 3 times per day they may breath a poisonous cloud (20'X20'X20'). The victim of the poisonous cloud must make a successful save vs. Breath Attacks or die.

Dragons (Jewel)

Jewel dragons are similar to their standard dragon counterparts with regards to size, attacks, terrain, spells, treasure, etc. In fact, each type of jeweled dragon is a subtype of one of the standard dragons (White, Black Green, Blue or Red). For a jewel dragon of a particular type, use the statistics of the corresponding standard dragon (Example; a crystal dragon would use the statistics of the white dragon).



At distances greater than 120', jewel dragons are usually mistaken for their standard counterparts (a jade dragon would appear to be a green dragon at such a distance). At closer distances, the shimmering scales of the jewel dragon will reveal its jewel-theme origin.

Jewel dragons differ from their standard counterparts in regards to breath attacks. In addition to using the breath attack associated with their standard dragon counterpart, jewel dragons also possess an additional type of breath attack proper to their jewel type. Jewel dragons may decide to use either of the two in combat.

Dragon	A	Similar to	Breath
Crystal	N	White	Cold or Crystal
Onyx	C	Black	Acid or Darkness
Jade	C	Green	Gas or Disease
Sapphire	N	Blue	Lightning or Vaporize
Ruby	C	Red	Fire & Melt

Dragon	Additional Breath	Breath Shape
--------	-------------------	--------------

Crystal	Crystal	80' long, 30' wide, cone
Onyx	Darkness	60' long, 5' wide, linear
Jade	Disease	50' long, 40' wide, cloud
Sapphire	Vaporize	100' long, 5' wide, linear
Ruby	Fire & Melt	90' long, 30' wide, cone

Dragons (Jewel): Breath Attack

Crystal (crystal): On a failed saving throw, in addition to taking full damage, all the non-living items carried by the victim are turned to crystal. A successful save vs Breath Attacks results in 1/2 the damage and items are unaffected. Weapons turned to crystal have a 1-5 in 6 chance of breaking upon a successful hit (yet still inflicts damage before being destroyed). A Stone to Flesh spell may be used to revert items turned into crystal back to their original state.

Onyx (darkness): On a failed saving throw, the victim takes full damage from the breath attack, and a Darkness spell (see *Light (reversible)*, LL p.23) appears, centered on the victim. The darkness moves with the victim and lasts 1 round/dragons HD. The onyx dragon is able to see through the cast darkness. The darkness may be removed by either a *Light* or a *Dispel Magic* spell. A successful save negates the darkness and halves the damage inflicted.

Jade (disease): A failed save vs Breath Attacks indicated that full damage was taken by the diseased cloud. Also, all items carried by the victim become infected with a rotting disease which will render the items useless in 1d6 rounds. A *Cure Disease* spell cast on the affected items will halt the rotting. The disease will also inflict 1 point of damage per round upon the victim. This may only be cured via a *Cure Disease* spell (no other healing spells or items will cure the poison). A successful save will result in half the damage being taken and will negate the effects of the poison.

Sapphire (vaporize): A person hit by a vaporizing breath attack who fails his save takes full damage. In addition, both the victim, as well as all items carried, are turned to gaseous vapor for 1 turn per dragon's HD. In this state, the victim may move 60' (20'), but is unable to affect any solid matter, nor may the victim

speak or make any kind of noise. Vaporized items and creature appear to be invisible and are immune to most attacks. A *Dispel Magic* can restore both victim and items back to normal form. A successful save vs Breath Attacks means only 1/2 damage was taken, and the victim remains in his solid state.

Ruby (Fire & Melt): On a successful save vs Breath Attacks, the victim suffers half the the normal damage. On a failed save, full damage is taken. In addition, all items carried begin to melt. The number of rounds it takes for the melting items to be rendered useless depends on the material.

Material	Rounds to Destroy
Paper	Instant
Leather	1 round
Non-metal items	2 rounds
Non-magical metal items	3 rounds
Magical items	4 rounds
Magical items with bonus (+)	4 rounds +1 round/+1 bonus

Melting items immersed in water or magically cooled may be saved if treated before the listed number of rounds.

Dragonfly, Giant

No. Enc: 1d6 (2d4)
Alignment: Neutral
Movement:

Fly 360' (120')
:
Armor Class: 3
Hit Dice: 7+1
Attacks: 1
Damage: 2d6
Save: F7
Morale: 12
Hoard Class: none
XP: 900



A gigantic variety of their lesser cousins, giant dragonflies are quick and agile creatures. Giant dragonflies gain a +2 bonus to their initiative roll and may not be harmed via melee combat should they win initiative. Missil attacks made versus a giant dragonfly which won initiative suffer a -4 penalty to hit. A dragonfly who doesnt win initiative may be hit normally with hand-held weapons, and missil weapons only suffer a -2 to hit.

Giant dragonflies will sometimes hunt humans and it is rumored that some races have even domesticated these agile fliers for use as arial mounts.

Drakeling

	Drakeling (common)	Frost-Drakeling	Forest-Drakeling	Elemental Darkeling
No. Enc:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Chaotic	Chaotic	Neutral
Movement:	120' (40') Fly 30' (10')	120' (40') 30' (10')	120' (40') 30' (10')	120' (40') 30' (10')
:				
Armor Class:	0	0	0	0

Hit Dice:	3	5	4	6
Attacks:	3 (2 claws, 1 bite)	3 (2 claws, 1 bite)	3 (2 claws, 1 bite)	3 (2 claws, 1 bite)
Damage:	1d2/1d2/1d6	1d2/1d2/2d4	1d2/1d2/1d8	1d3/1d3/1d8+2
Save:	M6	M10	M8	M12
Morale:	10	10	10	10
Hoard Class:	XIX	XIX	XIX	XIX
XP:	80	500	190	1,070

A drakeling in its natural form looks much like a small dragon, without front legs, and with small wings which allow it to slowly fly for up to 1 hour. However, drakelings are most likely encountered in human or demihuman form. Unlike their dragon counterparts, drakelings do not have breath weapons, nor do they cast spells. Drakelings are immune to all spells of up to 4th level, but may suppress this immunity for 1 round in order to receive beneficial spells.

A drakeling may polymorph into a humanoid type (and back) as often as it wishes. The humanoid form the drakeling takes is determined by the type of drakeling. In humanoid form, a drakeling may use any weapon allowed to thieves. Also, in humanoid form, a drakeling possesses all special abilities of a 5th level thief.

Drakeling (common): These are the most common type of drakelings. The tan-colored drakelings can assume the shape of humans and genuinely enjoy human company. Some have been known to actually join thieves' guilds, raising up through the ranks to attain lofty positions.

Frost-Drakeling: These white drakelings shun daylight, preferring underground, icy caverns. Frost-drakelings will assume the form of either dwarves or gnomes and can sometimes be found living among them, deep underground.

Forest-Drakeling: These dark green drakelings will take either elvin or halfling form and can sometimes be discovered amidst elvin or halfling communities.

Elemental Drakeling: There are 4 sub-types of elemental drakelings: air (blue), earth (brown), fire (red), and water (green). In addition to the special abilities shared with other drakelings, elemental drakelings are also immune to both normal and silver weapons.

They usually reside on the elemental planes and are rarely found on the material plane. On the Prime Material plane, elemental drakelings assume the form of giants. In their giant humanoid form they do not gain the ability to throw boulders and rocks, and their damage in melee combat is limited to 2d6. An air drakeling will assume the form of a cloud giant, an earth drakeling the form of a stone giant, a fire drakeling can take the shape of a fire giant, and a water drakeling that of a storm giant (see Giants, LL p.76). On their home plane, elemental drakelings do not assume giant form but take the form of 8HD elementals of the appropriate type.

E

Elementar, Ice

No. Enc:	1 (1)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	2/0/-2
Hit Dice:	8/12/16
Attacks:	See below
Damage:	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16
Morale:	10
Hoard Class:	none
XP:	1,570/2,800/3,300

Ice elementars follow all of the rules and

restrictions which bind all elementals (see LL p.73). An ice elemental appears as a translucent humanoid whos body is encased in ice. An ice elemental will have a height of 1' for every HD it possesses.

Ice elementars radiate an intense cold which affects all those within 10' of the elemental. Those caught in this area suffer 1d4 points of damage per round due to the intense cold. Ice elementars suffer ½ damage from cold based attacks, but fire (or heat) attacks inflict double the damage.

When in contact with ice or snow, an ice elemental may forgo attacking in order to heal itself. The elemental may heal itself of 1d6 points per round of inactivity.

Elementar, Mud

No. Enc:	1 (1)
Alignment:	Neutral
Movement:	360' (120')
Armor Class:	2/0/-2
Hit Dice:	8/12/16
Attacks:	See below
Damage:	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16
Morale:	10
Hoard Class:	none
XP:	1,570/2,800/3,300

Mud elementars hail from the junction of the elemental planes of Water and Earth. A mud elemental stands 1 ½ feet in height for every HD it possesses. It appears as a massive blob of oozing mud with a vaguely humanoid like form.

Elk Lord

No. Enc:	1
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	3
Hit Dice:	11

Attacks:	3 (2 spear, 1 antler) or breath
Damage:	1d6+6/1d6+6/2d8 or special
Save:	C11
Morale:	10
Hoard Class:	none
XP:	2,800

Elk lords are protectors of the forests. They stand 9' in height and possess a human's arms, torso, and face, with the antlers and legs of an elk. Elk lords attack with wood and bone spears, their powerful antlers, or with their special breath attack.

Once per day, the elk lord may use a powerful breath attack which fills an area of 10'X10'X10'. Those caught in the breath's area of effect are automatically polymorphed into a woodland creature (owl, squirrel, deer). With a successful save vs Breath Attacks, the transformation lasts but 24 hours.

Once per day, the elk lord may also summon the aid of woodland creatures. Roll 1d6 to determine the type of creature summoned. 1d6 creatures of that type arrive in 1d4 rounds to aid the elk lord.

(1d6)	Type	See page
1	Boar	LL p.66
2	Bear (Black)	LL p.64
3	Centaur	LL p.67
4	Griffon	LL p.80
5	Owl Bear	LL p.91
6	Treant	LL p.99

Ethereal Shade

No. Enc:	1
Alignment:	Chaotic
Movement:	Fly 60' (20')
:	
Armor Class:	1
Hit Dice:	8
Attacks:	1 (icy touch)

Damage: 2d6
 Save: F8
 Morale: 12
 Hoard Class: XVIII
 XP: 1,560

An ethereal shade resembles a mass of black, wispy smoke which billows and contracts as it floats about. Ethereal Shades are undead and thus affected by a cleric's Turn Undead ability. At night, or in darkness, it becomes nearly invisible. The LL may require a WIS check to spot an ethereal shade in such conditions. A failed check means those battling the ethereal shade must do so at a -4 penalty to Hit. The ethereal shade inflicts damage by use of its icy touch.

Ethereal Shades may only be harmed by spells or magic items.

By wrapping itself around a victims head, the ethereal shade may momentarily distract and befuddle its foe. The effects are similar to a *Confusion* spell and last as long as the ethereal shade remains wrapped around the victim's head.

Nearly identical to skeletons in appearance, Exploding bones differ in coloring from their more mundane counterparts. Exploding Bones are a bright pulsating red, their coloring becoming brighter and pulsating faster as they near death and the inevitable explosion which gives them their name.



When these skeletal foes reach 0 hit points their bodies explode sending a shower of jagged bones which hit all within a 10' radius. All within this radius must save versus Petrify or suffer 1d6 points of damage. Like their skeletal kin, exploding bones are immune to *Charm* and *Sleep* spells.

F

Exploding Bones

No. Enc: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 7
 Hit Dice: 4
 Attacks: 1
 Damage: 1d6 or weapon
 Save: F4
 Morale: 12
 Hoard Class: none
 XP: 135

Ferocious Fern

No. Enc: 1 (1d2)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 8
 Hit Dice: 4
 Attacks: 1
 Damage: 1d4 or spell
 Save: F4
 Morale: 9
 Hoard Class: III
 XP: 80

These human-like ferns are spell casters that lend magical support to a Viridian Pack. Ferocious ferns possess the spell-casting abilities of a 4th level magic-user (able to cast 2 first and 2 second level spells). Like most plant-folk, furious ferns take twice the damage from fire-based damage.

Firbolg (Giant)

No. Enc: 1d4 (4d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 3
 Hit Dice: 14
 Attacks: 1 (weapon)
 Damage: As weapon + 10
 Save: F14
 Morale: 10
 Hoard Class: XVIII
 XP: 3300

Firbolgs are human looking giants, standing 10 to 11 feet in height, of considerable physical might coupled with innate magic abilities.

In combat, firbolgs use double sized weapons which, if used two-handedly, inflicts double the damage. A firbolg with one free hand is able to "bat away" any incoming missile weapons on a roll of 1 to 15 on a d20. This may be done twice per round.

Firbolgs also possess innate spell-like powers which may be used at will, once per day. These spell-like abilities include; *Detect Magic*, *Confusion*, *Polymorph Self*, and *Hallucinatory Terrain*.

Firbolgs also possess the ability to reduce their size to human proportions. This ability may be used at will.



Floating Skull

No. Enc: 1d4
 Alignment: Neutral
 Movement: Fly 60' (20')
 :
 Armor Class: 7
 Hit Dice: 3
 Attacks: 1 (bite, head-butt, spell-like ability, or wail)
 Damage: 1d4, 1d6
 Save: F3
 Morale: 10
 Hoard Class: none
 XP: 80

As their name implies, floating skulls resemble...floating skulls! They shine with a sickly soft glow, and unlike their undead counterparts, (full skeletons), they are not devoid of intellect. Floating skulls are usually raised from the corpses of beheading victims. A floating skull does not move itself along the ground but floats through the air. The floating skull may float both horizontally or vertically at it's listed Movement.



A floating skull possesses the following spell-like abilities; *Levitate* (at will), *Detect Invisible* (at will), *Grasping Hand* (2/day), *Invisible Stalker* (1/day).

Once per day a Floating Skull may emit a blood curdling wail that paralyzes all within 30' with fear for 2d6 rounds (save vs. Petrify or Paralyze negates).

Fomorian (Giant)

No. Enc:	1d4 (1d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	4
Hit Dice:	13
Attacks:	1 (huge club)
Damage:	4d8
Save:	F13
Morale:	9
Hoard Class:	XVIII
XP:	2400

Fomorians are hideously deformed giants standing of 13 feet in height. Fomorians are plagued with all manner of deformities such as misplaced eyes or limbs, enlarged or atrophied body parts, or any other odd, genetic anomaly. Although such deformities prevent fomorians to effectively hurl boulders, the chaotic arrangement of misplaced eyes and enlarged ears means that, under normal circumstances, a fomorian may never be surprised.

Fourmii

No. Enc:	1d%, 2/3 workers, 1/3 warriors +1 queen
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	2/4/10
Attacks:	1 (natural attacks, weapon, or spell-like abilities)
Damage:	1d6 or weapon
Save:	F2/F4/M10
Morale:	9
Hoard Class:	none/XVIII/XV
XP:	20/80/1,700

These humanoid ants stand 5' in height. Three types of fourmii may be encountered; workers (2HD), warriors (4HD), and queen (10HD). Only

1 queen is present in each individual warren and she never strays from the breeding chamber. Warriors are the only group to carry weapons, with workers relying on natural attacks, and queens taking the offensive through their innate magic.

The fourmii queen has the following spell-like abilities; *Charm Person* and *Sleep* both 3 times per day. *ESP* at will. *Dispel Magic*, *Confusion*, and *Feeblemind* each once per day. *Telekinesis* at will.

Frogmen

No. Enc:	1d6 (2d6)
Alignment:	Neutral
Movement:	60' (20') Hop 120' (40')
:	
Armor Class:	8
Hit Dice:	1
Attacks:	1 (kick or weapon)
Damage:	1d6 or weapon
Save:	F1
Morale:	6
Hoard Class:	VI
XP:	13

Part man, part frog, frogmen are feared for their devastating leap attack and ridiculed for their legendary stupidity. A frogman following a charge with a hop adds +2 to the damage inflicted.

Fungal Fiend

No. Enc:	1d2 (1d2)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	8
Hit Dice:	5
Attacks:	1
Damage:	1d4
Save:	T5

Morale: 9
Hoard Class: IV
XP: 200

Another critter usually found within a dreaded Viridian Pack, fungal fiends act as spies and assassins for the Pack. Fungal fiends possess thief abilities identical to a 5th level thief.

Furious Fountain

No. Enc: 1
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 14
Attacks: 1 (fist or water jet)
Damage: 3d8 or 3d10
Save: F14
Morale: 12
Hoard Class: None
XP: 3,300

A furious fountain resembles a large anthropomorphic stone fountain, usually spraying a jet of water from its mouth. These creatures are similar to golems, but the animating spirit within is an imprisoned water elemental. When standing still, a furious fountain is indistinguishable from any ordinary fountain.

A furious fountain may attack with its stony fists, or with a jet of water. The animate fountain can spew out a violent stream of water at a range of 200', three times per day. The target suffers 3d10 points of damage, and is pushed back the full remaining distance of the jet's range (a successful save vs Breath Attacks halves both the damage and the distance pushed back). A second roll (ability check vs DEX) allows the victim to remain standing and avoid dropping any items held in hand (see Ability Checks, LL p.55).

Like golems, furious fountains are unaffected by non-magical weapons, as well as *Hold*, *Charm*, and *Sleep* spells. These magical creatures can only be affected by spells that specifically target

water or stone, with appropriate results to be determined by the LL. As a guideline, the fountain will lose, at most, 4d10 hit points from such spells; *Part Water* would be an example of a spell that might inflict such damage.

G

Gas Bubble, Petrification

No. Enc: 1d4 (1d8)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 1
Attacks: none
Damage: 0
Save: F1
Morale: 10
Hoard Class: none
XP: 13

Gas bubbles resemble 5 foot, spherical soap bubbles. A gas bubble reduced to 0 hp will pop, releasing a petrification gas which affects all those within 10' of the dying gas bubble. Potential victims may attempt a save vs. Poison to negate the effects of the gas. Failing the saving throw will result in the victim(s) being under the effects of a reversed *Stone to Flesh* spell. Casting *Stone to Flesh* upon a petrified victim will return the victim to his normal state.

Gas Bubble, Slumber

No. Enc: 1d6 (2d8)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9

Hit Dice: 1 – 2
 Attacks: none
 Damage: 0
 Save: F1
 Morale: 10
 Hoard Class: none
 XP: 6

Gas bubbles resemble 5 foot, spherical soap bubbles. A gas bubble reduced to 0 hp will pop, releasing a slumber inducing gas which affects all those within 15' of the dying gas bubble. Potential victims may attempt a save vs. Poison to negate the effects of the gas. Failing the saving throw will result in the victim(s) being under the effects of a *Sleep* spell.

Gold Eater

No. Enc: 1 (1d4)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 4
 Hit Dice: 3
 Attacks: 2 (tentacles)
 Damage: 1d6/1d6
 Save: F3
 Morale: 8
 Hoard Class: II
 XP: 50

A small, tentacled aberration, a gold eater's attacks will part an adventurer with his gold with every touch. An encounter with a gold eater always result in a serious economic setback.

For each point of damage a gold eater inflicts upon a victim, 2 gp are corroded and lost. For example, a gold eater inflicting 6 points of damage on an adventurer will likewise reduce the amount of gold pieces carried by 12 gp.

H

Hobbs

No. Enc: 2d4 (4d8)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 5
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: 1d6 or weapon
 Save: H2
 Morale: 8
 Hoard Class: VII (XXI)
 XP: 29

Similar in appearance to halflings in most regards, hobbs possess dark hair and full beards (a very un-halfling-like trait). In terms of demeanor, hobbs are to halflings what drow are to elves. Hobbs make their homes in underground warrens tunneled beneath hills and will usually ambush travellers passing through those hills.

These evil halflings are completely immune to spells (though not to magic items or weapons).

Hound of Chronos

No. Enc: 2d4
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 1 (bite or claw/claw)
 Damage: 1d8 or 1d4/1d4
 Save: F3
 Morale: 8
 Hoard Class: none

XP:	80
-----	----

Hounds of Chronos, also known as temporal dogs, are canine creatures from the Plane of Time. They possess the innate ability to manipulate time in a limited manner. Temporal dogs hunt in packs that usually consist of 2 to 8 hounds. A Hound of Chronos will always know where, temporally, the other members of his pack are.

Hounds of Chronos possess the ability to move forward in time. Twice per day, a Hound of Chronos may *"jump"* forward in time. This allows the hound to disappear from the present and reappear 1d4 rounds later. The hounds use this ability in conjunction with surprise to get the drop on their prey. As they re-materialize 1 to 4 rounds into the future, the temporal dog's prey has a chance of being surprised (1-2 on 1d6).

Once per day, a Hound of Chronos may *"travel back"* in time to a time where it was healthier. It then instantly travels back to the *"present"*, with full HP.

Ice Giant

No. Enc:	1d2 (1d4)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	3
Hit Dice:	9
Attacks:	1 (icicle club)
Damage:	4d6
Save:	F9
Morale:	10
Hoard Class:	XVIII
XP:	1700

Gargantuan humanoids composed of ice, ice giants reside in arctic climes and can usually be

found accompanying white dragons. Ice giants despise their frost giant kin with whom they often war. Ice giants attack with huge, club-like icicles and are immune to any form of cold, be it mundane or magical. Fire-based damage does twice the amount of damage to ice giants. Like their frost giant kin, ice giants likewise keep wolf or polar bear guards (see Frost Giant; LL p.76).

Iceling

No. Enc:	1d6 (3d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	7
Hit Dice:	3
Attacks:	1 (ice weapon)
Damage:	1d6 or weapon
Save:	F3
Morale:	9
Hoard Class:	III
XP:	65

Icelings resemble ice giants, but on a smaller scale. Icelings stand 5 to 6' in height and, like their gargantuan kin, resemble humanoids composed of ice. Like ice giants, icelings take twice the damage from fire-based attacks but do not suffer from damage inflicted via frost or cold.

Once per combat, an iceling may freeze and shape the air around it into a ball of ice which may be thrown at a target (Damage: 2d6, Range: 50'/100'/150').

Incindarix

No. Enc:	1d4 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	4
Hit Dice:	6
Attacks:	1 (fiery touch)
Damage:	1d6 + special (see below)

Save: F4
 Morale: 10
 Hoard Class: none
 XP: 820

Resembling a living flame in humanoid shape, incindarix' are minor minions of the elemental plane of fire. Incindarix' are immune to any heat/fire based damage, but cold and water based damage inflict double the amount of damage. Incindarix' may make use of the following spells, each twice daily; *Fire Ball*, *Wall of Fire*.

A successful attack by an Incindarix causes 1d6 points of damage. in addition, there is a 1 in 6 chance that the attack will cause fire to the victim's flammable ware doing and additional 1d6 damage per round. A victim may put out the fire in 1d4 rounds.

J

Jack-In-The-Box

No. Enc: 1
 Alignment: Chaotic
 Movement: 40' (10')
 Armor Class: 5 or 3
 Hit Dice: 2
 Attacks: 1 (dagger or other small bladed weapon)
 Damage: 1d4
 Save: F2
 Morale: 10
 Hoard Class: VI
 XP: 20

At first glance, this critter appears as a brightly decorated box with a rotating handle at its side. With surprising quickness, a jester-like creature (mounted on a spring, of course!) springs from the box attacking and maiming. If concealed within its "box", a Jack-in-the-Box has a 1-2 on

1d6 chance of surprising its foes. This chance increases to 1-3 if the Jack-in-the-Box is released from the box via the rotating handle. When enclosed within its box, the Jack-in-the-Box AC becomes 3.

A Jack-in-the-Box may only move by hopping, carrying its cubic abode with him.

K

Kraken

No. Enc: 1
 Alignment: Neutral
 Movement: Swi 30' (10') or 210' (70')
 m:
 Armor Class: 5 or 0
 Hit Dice: 19
 Attacks: 7-9 (2 clawed tentacles, 3+1d3 normal tentacles, 1 bite)
 Damage: 2d6/2d6/2d4 per normal tentacle/2d10
 Save: F19
 Morale: 10
 Hoard Class: XXI
 XP: 5250

Krakens are enormous, giant squids of increadable intelligence. A kraken's tentacles and head have an AC of 5. The rest of its body is protected by a hard exterior shell affording it an AC rating of 0. A kraken may move itself by swimming forward at a rate of 30' or by jetting backwards at a rate of 210'.

A kraken will attack with its two clawed tentacles, 1d3 + 3 normal tentacles, and bite from its powerful beak-like mouth. 20 points of damage inflicted upon a tentacle will sever it. If 4 or more tentacles are severed, the beast will most likely retreat. While retreating, the kraken will dispell an ink cloud that covers a 80' X 80' X 120' area. All those caught in the ink cloud suffer 1d4 points of damage per round. The

poisonous ink dissapates in 1d6 rounds. Krakens may likewise use their tentacles to grasp and drag a water-born vessle beneath the water (for vessels of up to 60'). Larger vessels will simply be dragged to a halt and must be sufficiently damaged before being dragged under.

Krakens also possess a number of spell-like abilities which they may use at will, up to 3 times per day. These spell-like abilities include; *Conjure Animals* (limited to fish), *Control Weather*, *Lower Water*, and *Part Water*.

L

Lasher, Goblinoid

No. Enc: 2d4 (5d8)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 6
Hit Dice: 1 + 1
Attacks: 1 (tentacle)
Damage: 1d6
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 21

Thought to be the resault of a failed arcane experiment, lashers are goblins possessing long, writhing tentacles instead of arms. Considered outcasts by goblinoid society, lashers banded together and formed their own social unit. Lashers hate their goblin kin to such a degree that they will halt in their attack of an adventuring party to engage any nearby goblins.

Like their goblinoid kin, lashers suffer a -1 penalty to attacks when in daylight and possess infravision extending to 90'. Because of the flexable nature of a lasher's tentacles, attacks by lashers negate any shield bonus the victim may have.

With regards to lasher kings and accompanying bodyguards, as well as Hoard found in lair, refer to the Goblin entry (LL p.78).

Lightning Lizards

No. Enc: 1 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 3
Hit Dice: 4
Attacks: 1 (bite or lightning blast)
Damage: 1d8 or 4d6
Save: F2
Morale: 9
Hoard Class: none
XP: 135

Lightning lizards stand 5' in height and may reach a length of 14'. Their scales are a shimmering blue and sparks of lightning constantly crackle around their maw. Lightning lizards have sometimes been used as mounts by powerful orcish chiefs or tribal lords.

A lightning lizard may spew a crackling stream of lightning to assault its foes twice per day. A successful save vs Breath Attacks halves the damage. Lightning lizards are immune to electrical based attacks or spells.

A rare breed of flying lightning lizards are known to exist. They are identical to their earthbound kin with the addition of massive wings which give them a flying movement of 240' (80').

M

Mirror Fiend

No. Enc: 1
Alignment: Chaotic
Movement: 120' (40')

Armor Class: 3
 Hit Dice: 8
 Attacks: 1 (mirror weapon)
 Damage: 3d4
 Save: F8
 Morale: 10
 Hoard Class: None
 XP: 1,560

Mirror fiends inhabit mirrors. They appear as emotionless humans staring out of the reflective surface to the world beyond. If a mirror fiend locks his gaze with someone looking into the mirror, the victim must make a successful saving throw vs Petrify/Paralyze or have his soul sucked into the mirror, while his body remains motionlessly staring at himself in the mirror. While within the mirror, the victim's actions are controlled by his immobilized self as the mirror fiend attacks the victim's mirror-self. The victim's mirror-self suffers -4 to his first attack due to being unfamiliar with the mirror-image environment, but the penalty is reduced by 1 in each subsequent round. Should the immobilized victim's gaze be moved away from his mirror-self, he will no longer be able to control his movements within the mirror, and the mirror-self will become a motionless target for the mirror fiend. Slaying the mirror fiend will restore the victim's soul to his body, but shattering the mirror will forever trap the soul within the mirror.

Mirror fiends are immune to attacks from normal weapons, and are immune to spells of level 1 to 3. Weapons used from outside will likely shatter the mirror, and spells used from the outside will reflect back upon the caster rather than enter the mirror-realm.

Monstrous Mouth

No. Enc: 1 (1d3)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 3
 Hit Dice: 6
 Attacks: 1 (bite or special ability)
 Damage: 3d6

Save: F5
 Morale: 9
 Hoard Class: X
 XP: 820

A 12' bulbous body resting atop tiny legs, a monstrous mouth is made up almost entirely of a huge, gaping maw equipped with rows upon rows of sharp, pointed teeth. Topping the strange creature, two short eye-stalks allow it to see its prey, even in total darkness.

A monstrous mouth may attack its victims via its devastating bite. Other abilities help this aberrant critter defeat prey. Its two eye-stalks may each cause a potential prey to fall into a deep slumber. This effect is identical to a magic-user's *Sleep* spell. Each eye-stalk may do so 1/day.

Another even stranger ability is the monstrous mouth's capacity to inhale with such force that a target, up to 30' away, may be sucked into the dreaded, toothy maw of the critter. A successful attack roll by the creature, followed by a failed save vs Breath Attacks on the part of the victim, will result in the victim being "sucked" into the creature's mouth. Once sucked in, the monstrous mouth constricts its interior to pin the victim, suffocating him in 1d4+2 round. A successful STR check is required to break free of the monstrous mouth (see Ability Checks, LL p.55).

Mud Man

No. Enc: 1d6 (2d6)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 9
 Hit Dice: 2
 Attacks: 1 (fist) or hurled mud
 Damage: 1d6
 Save: F2
 Morale: 9
 Hoard Class: none
 XP: 38

Mud men appear as vaguely humanoid blobs of mud. They stand roughly 6' in height with their lower bodies ending in a pool of mud. Mud men are immune to mundane attacks. In combat, a mud man will either attack with its fists or by hurling mud at its opponents in an attempt to immobilize them (Range: 30'/60'/90'). Each successful hit by a mud man's hurled mud will reduce a victim's movement rate by 1/3. Three such successful hits will thus immobilize the victim. It will take an immobilized target 2d6 rounds to free himself from the binding mud. While in this immobilized state, the target is treated as having an AC of 9.

Mushroom -Men

No. Enc:	1d6 (3d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6
Hit Dice:	3 (or 2, or 1, see below)
Attacks:	1
Damage:	1d6 or weapon
Save:	F3/F2/F1
Morale:	8
Hoard Class:	IV
XP:	65/29/10

Standing 4' in height, mushroom men resemble humanoid mushrooms endowed with both arms and legs. Mushroom men are usually found in natural caves, caverns, and underground passages.

When a mushroom man dies (0 hit points or less) it releases 1d6 spores which rapidly (within 1d4 rounds) grow into mushroom men of 1 HD lower than the parent mushroom man (1 HD mushroom men do not produce spores upon death). The spores have 4 hit points and take twice the damage from fire based attacks.

N

Needle-Flinger

No. Enc:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	3
Hit Dice:	3
Attacks:	2 (claws) or 1 (needles)
Damage:	1d6/1d6 or special
Save:	F2
Morale:	8
Hoard Class:	none
XP:	65

A needle-flinger resembles a lanky quadruped of noticeable canine ancestry. All along the ridge of its back, the creature possesses a cluster of needles that it may fling towards its foes.

The beast's needle-flinging ability affect everyone in a 90 degree angle ahead of the creature, up to 30' away. One attack roll is made and compared to the AC of each victim in range to determine who is hit and who is not. Those hit by the critter's needles suffer only 1d4 points of damage, but must succeed at a saving throw vs Poison or suffer effects identical to a *Sleep* spell. A needle-flinger may use this ability 3/day.

O

P

Persistent Pollen

No. Enc:	4d6
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6
Hit Dice:	1d3 hp
Attacks:	1 (irritant)

Damage: 1d2
Save: F1
Morale: 12
Hoard Class: None
XP: 6

Persistent pollen look like fluffy, floating pollen. They are able to move themselves and do not require wind to carry them to and fro. Persistent pollen attack by entering eyes, mouths, ears, and noses.

All adventurers suffering damage from a persistent pollen must succeed in a save vs Poison or suffer uncontrollable bouts of sneezing which last for 1d6 combat rounds. Victims thus affected are unable to act. Each round, the victim may attempt another save to get the sneezing under control.

Plague Hound

No. Enc: 1d6 (2d6)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 7
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d6
Save: F1
Morale: 9
Hoard Class: None
XP: 65

Plague hounds resemble sickly thin wolves. The stench of rot and decay closely follows them.

For each round someone engages a plague hound in melee combat, a successful save vs Poison must be rolled to avoid the loss of 1 hp due the hound's infectious plague. Points lost due to the plague may only be healed via magical or divine healing.

Plant Men

No. Enc: 1d10 (2d12)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: F2
Morale: 9
Hoard Class: VI
XP: 20

Kin to thornlings, tree-ents, fungal fiends, and ferocious ferns, plant-men act as foot soldiers and common warriors in a Viridian War-Band. In appearance, they resemble leafy humanoid. As with most of their leafy kin, plant men suffer twice the damage from fire-based attacks.

Pony (Dwarven)

No. Enc: 1
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 3
Attacks: 1 (kick or bite)
Damage: 1d8 or 1d6
Save: F3
Morale: 10
Hoard Class: none
XP: 50

Dwarven ponies are resilient beasts. These sturdy mounts do not shy from entering caves and caverns, and are much prized by dwarves for their prowess at walking along cliffs and traveling over mountainous terrain. Dwarven ponies are never sold but may be given as gifts to trusted friends or allies.

A dwarven pony's movement is unaffected by

mountainous terrain. They may comfortably carry a load of up to 250 pounds without suffering any penalty to movement rate. The dwarven pony may carry a maximum load of 500 pounds but his movement will be halved.

Q

Quiet Floater

No. Enc: 1
Alignment: Neutral
Movement:
Fly 60' (20')
:
Armor Class: 4
Hit Dice: 7
Attacks: none
Damage: 0
Save: M7
Morale: 12
Hoard Class: none
XP: 1140

A bane to magic-users and minstrels, his odd creature derives its name as much from its silent means of movement as it does from its peculiar silencing ability. In appearance, a quiet floater resembles a mass of wispy black smoke which floats about, occupying an area of 40 square feet. Within the area this creature occupies, all sound is silenced, making communicating or spell-casting impossible (see Spell Casting Constraints; LL p.19). Those caught within a quiet floater have an increased chance of being surprised (1-4 on 1d6).

In addition, quiet floaters may only be harmed by magic items and spells. Because quiet floaters are physically incapable of inflicting harm, they tend to relieve others to fulfill the offensive role in combat.

Quickling

No. Enc: 1d4 (2d6)
Alignment: Neutral
Movement: 210 (70')
Armor Class: 3
Hit Dice: 3
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: F3
Morale: 9
Hoard Class: VI
XP: 65

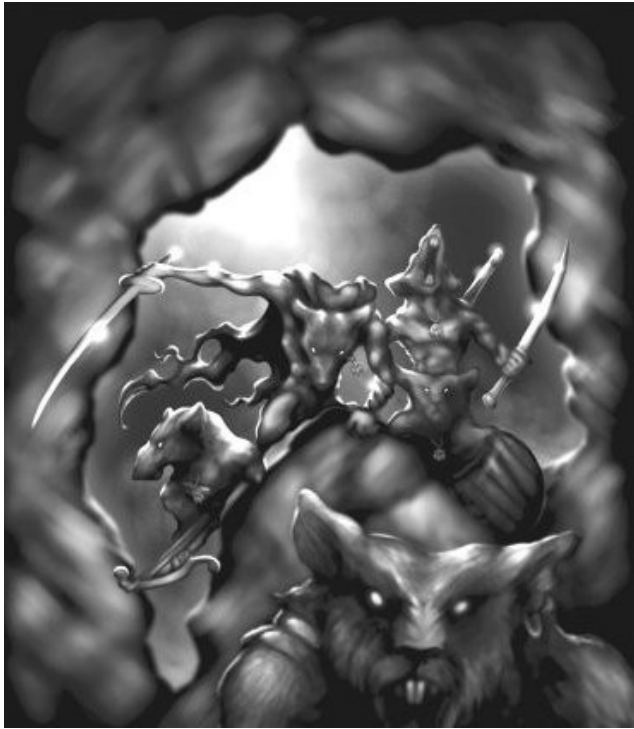
Quicklings appear as small, blurred, humanoid children. Quicklings are always in motion, going to and fro at an alarming speed.

Because of their unearthly speed, quicklings will always attack first on any given round.

R

Ratling

No. Enc: 2d4 (4d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (bite or weapon)
Damage: 1d6 or 1d6
Save: 0 Human
Morale: 6
Hoard Class: II
XP: 10



Standing no taller than 4', ratlings, as their name implies, resemble humanoid rodents. Although not much of a threat individually, ratlings tend to attack in packs. Ratlings dealing damage via a bite may poison their victims with the same disease that mundane rats do. The chances of passing on the disease are identical to that of their lesser kin (see Rat, LL p.91).

Razor Wing

No. Enc:	3d6
Alignment:	Neutral
Movement:	9' (3')
:	Fly 120' (40')
Armor Class:	6
Hit Dice:	1
Attacks:	1 (beak/claw or razor wings)
Damage:	1d4 or 1d6
Save:	0 Human
Morale:	6
Hoard Class:	none
XP:	13

Razor wings get their name from their razor sharp wings, which they use to bring down

potential prey. Razor wings resemble large crows with shining steel-like feathers tipping their wings. They attack in groups, swarming over prey from above.

Razor wings will swoop down from above with such swiftness that anyone acting after the razor wing's initiative is unable to engage it in hand-to-hand combat.

S

Saurial

No. Enc:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	10
Attacks:	2 (1 weapon, 1 tail)
Damage:	Weapon + 4/3d6
Save:	F10
Morale:	9
Hoard Class:	XVIII
XP:	1700

Saurials are part giant, part lizard-men. They stand 15' in height and possess bodies covered in tough scales. Their long, powerful tail is used in concert with weapon attacks in combat. A saurial's tail may be used to attack any foes within melee range regardless of the foe's position relative to the saurial (front, flanking, or behind). Saurials do not throw boulders. Any magic that affects giants, lizard-men, or reptiles, will also affect saurials.

Saurials prefer warm environments and are vulnerable to cold, suffering twice the damage from any cold-based attack.

Sentient Sapling

No. Enc:	3d6 (5d6)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	9
Hit Dice:	1
Attacks:	1 (fists)
Damage:	1d4
Save:	F1
Morale:	9
Hoard Class:	None
XP:	10

Sentient saplings stand but 3' to 4' in height and resemble tiny treants. Sentient saplings are the weakest plant-folk to answer the call of a Viridian Pack. Although weak, they arrive in great numbers. Sentient saplings take twice the damage from fire based attacks.

Shadow Kin

Hailing from the Shadow Plane, the dreaded Shadow-Kin will sometimes foray into the Prime Material Plane through a shadow-gate (a means of travel from one plane to the other through a set of identical shadows), or more rarely, by a Shadow-Lord's summons (see Shadow-Lord and Summon Shadow-Lord).

Shadow-gates being fickle in nature, many Shadow-Kin find themselves trapped upon the Prime Material Plane after one of the two identical plane-traveling shadows change (due to a change in light source) or disappears completely (due to a sudden absence of light or an object being moved so that it no longer casts the same shadow), thus severing the shadow-gate.

Shadow-Kin found upon the Prime Material Plane fall into one of 3 types; Shadow-Walkers, Shadow-Lurkers, and Shadow-Lords.

Shadow-Walkers and Shadow-Lurkers beholden to the same Shadow-Lord are known as a Veiled Drove. A Veiled Drove, though frightening to behold, is rare on the Prime Material Plane least a foolish sorcerer bungles a *Summon Shadow*

Lord spell. Penumbral Packs are much more commonly encountered, and usually consists of 2 to 12 Shadow-Walkers led by a Shadow-Lurker. Although a Penumbral Pack is more common upon the Prime Material Plane than a full Veiled Drove, it is still less encountered than an Umbral Gathering. An Umbral Gathering consists of 2 to 12 Shadow-Walkers beholden to the same Shadow-Lurker and Shadow-Lord. A Fourth social structure, a Gloomings, has emerged and is only found upon the Prime Material Plane. Trapped upon an unfamiliar plane, the clannish Shadow-Kin have begun to band together regardless of past affiliation to a Drove. The incessant wars between various Drovers are put aside, and Gloomings are formed to hunt for a suitable shadow which might belong to a shadow-gate pair, and the way back to (and forth from) the Shadow-Plane.

Shadow Kin Affiliation & Organization

Gloomings: consists of individual or independent shadow-folk.

Umbral Gathering: consists of 2d6 Shadow-Walkers.

Penumbral Pack: consists of an Umbral Gathering led by a Shadow-Lurker.

Veiled Drove: consists of a Penumbral Pack led by a Shadow-Lord.

Shadow Lord

No. Enc:	1
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	2
Hit Dice:	12
Attacks:	1 (strike)
Damage:	2d8
Save:	F12
Morale:	10
Hoard Class:	none
XP:	3600

Shadow-lords lead a Veiled Drove and act as elemental lords of the Shadow Plane. Shadow

lords possess all the abilities possessed by their lesser kin (see Shadow Lurker; teleportation, silent scream). In addition, they also possess the ability to summon their Penumbra Pack which will appear within 1d6 rounds of the summons. They are similar in appearance to both shadow-walkers and shadow lurkers, if somewhat taller and thinner.

New Magic-User Spell: Conjure Shadow Lord

Conjure Shadow Lord

Level: 5

Duration: Permanent (until dispelled)

Range: 240'

The caster summons a shadow lord from the shadow plane, and binds it to his commands. The shadow lord obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the shadow lord is released and will first summon its Penumbra Pack before engaging the spell-caster in combat.

Although a shadow lord under the command of a magic-user may be ordered to summon its Penumbra Pack, the shadow walkers and shadow lurker rarely obey orders from a bound shadow lord and will attempt to free the shadow lord by attacking the controlling magic-user.

midnight-black coloring affords them an advantage when engaged in combat under dimly lit or near dark conditions. Attacking a shadow-lurker in dim lighting incurs a -2 penalty to Hit. Doing so in near total darkness increases the penalty to -4.

Although similar in appearance to shadow walkers, none can mistake the presence of a shadow-lurker within a Penumbra Pack. Their very presence exudes an aura of despair which may be concentrated and focused, to manifest itself as a dreaded silent scream. Twice per day a shadow lurker may focus the despairing aura which clings to it into a silent scream. Those within ear-shot of the voiceless wail must make a saving throw vs. Paralyze to mitigate the despairing effects of the silent scream. A failed saving throw results in the victim succumbing to total despair, rendering him inoperative. A successful saving throw reduces the effects to a -2 penalty to hit while the victim struggles with an overwhelming sense of despair. The effects of both a successful and failed save last 1d6+3 rounds. LLs may allow targets of a silent scream a save each round of inactivity to regain their bearings.

Like their lesser kin, shadow lurkers possess an innate ability to teleport by entering one shadow and exiting from another. This ability is identical to the 4th level magic-user spell *Dimension Door* with the added requirement that the shadow lurker must both enter and exit within shadows.

Shadow Lurker

No. Enc:	1
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	5
Attacks:	1
Damage:	1d8 or weapon
Save:	F5
Morale:	10
Hoard Class:	none
XP:	500

Physically, shadow lurkers are indistinguishable from their lesser kin the shadow walkers. Tall, thin, and humanoid in appearance, their

Shadow Walker

No. Enc:	1d6 (2d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	1d6 or weapon
Save:	F3
Morale:	10
Hoard Class:	none
XP:	65

Shadow walkers are black, otherworldly

creatures with the uncanny ability to teleport from shadow to shadow. Tall, thin humanoids of midnight black, shadow walkers have learned to take advantage of their coloring in combat. When encountered in dim lighting, fighting a shadow walker incurs a penalty of -2, in near total darkness this penalty raises to -4. Light sources such as torches or lanterns negate these penalty but run the risk of producing a favorable environment for the shadow-walker's teleporting ability.

Shadow-walkers get their name from their innate ability to teleport by entering one shadow and exiting from another. This ability is identical to the 4th level magic-user spell *Dimension Door* with the added requirement that the shadow walker must both enter and exit within shadows.

Skunk (Monstrous)

No. Enc:	1 (1d2)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	7
Hit Dice:	5
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d6
Save:	F5
Morale:	8
Hoard Class:	VII
XP:	350

A pony-sized skunk much feared for its scented assault. Similar in appearance to its mundane kindred, just on a larger scale.

3 times per day, a giant skunk may loose a spray of vile smelling musk. The cloudy musk occupies an area of 20' X 20' X 60'. All opponents caught within this cloud who fail a saving throw vs. Breath Attacks are blinded for 1d6 hours. Victims failing their save will also be forced to retreat their full move away from the skunk after which they will be overcome with violent nausea (for 1d3 rounds). In addition, regardless of the saving throw result, the vile musk will remain attached to the victim, his clothing, and all carried objects until washed for several (2d2) days.

Snail Men

No. Enc:	1d6 (3d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	5 (or 3, see below)
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	F2
Morale:	7
Hoard Class:	XVI
XP:	20

Snail men are bloated humanoids who possess a bulbous coiled shell upon their backs. When the need arises, snail men are able to retract arms, legs, and head within the protective confine of their shell. When completely tucked into its shell, or when resolving attacks from behind, a snail man's AC is increased from 5 to 3.

Instead of eyes, snail men possess two eye-stalks which jut out from the top of their heads. These eye-stalks grant sail men 360 degree vision, allowing them to see things from all angles. Although snail men may use any weapons, they prefer small weapons such as daggers or slings which can easily be tucked into their shell. Snail men are notoriously slow creatures and always attack last in a round.

Snailtaur

No. Enc:	1d6 (1d6)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	4 (or 2, see below)
Hit Dice:	5
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	F5
Morale:	9

Hoard Class: XXII
XP: 350

A snailtaur is an aberrant melding of man and snail. Standing 7' in height, a snailtaur possesses the upper body (torso, arms, and head) of a man. It's lower torso is attached to a snail-like, mucus secreting body upon which rests a massive coiled shell. The mucus secreted by the snailtaur allows it to move along vertical surfaces, an ability snailtaurs often put to good tactical use. Snailtaurs are able to retract their bodies (both human upper body and molluscan lower body) within the protective confine of their shell. When completely tucked into its shell, or when resolving attacks from behind, a snailtaur's AC is increased from 4 to 2.

Snake, Naga

No. Enc: 1 (1d2)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 5
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/1d6
Save: F5
Morale: 8
Hoard Class: VII
XP: 350

Naga snakes are often used by the naga as beasts of war. Naga snakes are known for their poisonous bite which produce random effects. For each successful bite attack by a naga snake which inflicts damage, the LL must roll on the Random Poison table below to determine the poison the naga snake delivers upon its victim. A successful save vs. Poison will negate the effects.

Roll (1d10)	Effect
1	Slumber: Identical to a <i>Sleep</i> spell.
2	Nausea: Unable to act for 1d4 rounds.

3	Sluggishness: Reduces DEX* by 1d6 for 1d4 days.
4	Blindness: Lasts 1d4 days.
5	Vision Impaired: Attacks suffer -2 penalty. Lasts 1d4 rounds.
6	Weakness: Reduces STR* by 1d6 for 1d4 days.
7	Burning Venom: Bite does twice the amount of damage.
8	Illness: Reduces CON* by 1d6 for 1d4 days.
9	Petrify: Reversed <i>Stone to Flesh</i> . Lasts 1d3 days.
0	Mental Confusion: Same as <i>Confusion</i> spell.

**If any ability is reduced to 0 or less due to the naga snake's poison, the victim dies.*

Sonic Prowler

No. Enc: 1d3 (1d6)
Alignment: Neutral
Movement: 150' (50')
Armor Class: none
Hit Dice: 4
Attacks: 1 (sonic blast)
Damage: 2d6
Save: M4
Morale: 9
Hoard Class: none
XP: 190

Sonic prowlers resemble a wave of shimmering heat occupying a 12' square area. Although perceptible to the attentive adventurer, inattentive adventures may easily be surprised by the near invisible creature's presence.

Sonic prowlers are immune to physical and magical attacks (except magically created silence). The only way to harm a sonic prowler is by attacking it with sound and/or noises. Loud noises will inflict 1d4 points of damage, very loud noises will inflict 2d4 points of damage, and deafening noises inflict 3d4 points of damage (no to Hit roll required). Any magical

silence will instantly kill a sonic prowler.

Because a sonic prowler attacks via sound, its victim's are treated as having an AC of 9 (unarmored), regardless of armor worn. Magical armor may apply its bonus to the victim's unarmored AC (for example, a character wearing a magical chain mail +1 will be treated as having an AC of 8 against a sonic prowler's sonic blast).

Sorcery Leech

No. Enc:	1 (2d8)
Alignment:	Neutral
Movement:	1' (4")
Armor Class:	9
Hit Dice:	1 hp
Attacks:	1
Damage:	negligible
Save:	F1
Morale:	12
Hoard Class:	none
XP:	5

Sorcery leeches resemble tiny, purple leeches. These tiny critters are often used by wizards and mages to subtly deplete an arcane foe's magical arsenal, covertly disarming the magic-user of his magical might. If a sorcery leech attaches itself to a wizard, it will slowly siphon off the spells pressed into the magic-user's mind. For each round a sorcery leech remains attached to a magic-user, it may deplete 1 level worth of memorized spell (a sorcery leech attached for 3 rounds may siphon a 3rd level spell). The damage inflicted by the leech's siphoning is so negligible that the wizard is usually unaware that something is amiss until he attempts to cast a siphoned spell.

Swapper

No. Enc:	1 (1d2)
Alignment:	Chaotic
Movement:	
	Fly 120' (40')

:

Armor Class:	6
Hit Dice:	6
Attacks:	1d6 feeler hooks or swap
Damage:	1d4/feeler
Save:	F6
Morale:	12
Hoard Class:	none
XP:	570

An odd critter, a swapper appears as a 4' floating sphere of pulsating flesh to which seven long feeler-like tentacles are attached. A swapper's feelers may extend up to 15' and retract to 3'. Each feeler is equipped with a wickedly sharp hook.

By using two of its tentacles, a swapper may target two sentient beings for a "swap" instead of performing a normal attack. The two targets must be within range of two tentacles (within 34' of each other) and must be successfully hit. If both targets are hit, they effectively swap bodies. Each target will thus assume all the characteristics (stats) of the other. This effect lasts for 1d6 days. If only 1 target is hit by the swapper, the hit target is stunned and unable to act (for 1d6 rounds). Should one of two swapped targets die, the remaining target will be forced to live out the remainder of its life with the new characteristics of its swapping partner. Resurrecting the deceased nullifies this effect.

T

Tangle Weed/Strangle Vine

No. Enc:	1 (1d4)
Alignment:	Neutral
Movement:	0
Armor Class:	6

Hit Dice: 4
 Attacks: 1
 Damage: 2d6
 Save: F2
 Morale: 10
 Hoard Class: VI
 XP: 80

Tangle weeds and strangle vines are essentially the same creature, the only difference being that the tangle weed attacks its victims from below, while the strangle vine attacks from above. In appearance, they resemble a mass of weeds or vines, their animate nature only becoming apparent during an attack.

On a successful attack, the animate plant has a 1 in 6 chance of entangling its foe, immobilizing its prey. A successful STR check is required to break free of the immobilizing grasp (see Ability Checks, LL p.55).

Tentacled Thing

	Body	Tentacle
No. Enc:	1	2d6 or 3d6
Alignment:		Chaotic
Movement:	60' (20')	0
Armor Class:	0	4
Hit Dice:	8	2
Attacks:	1 (bite)	1 each
Damage:	3d6	1d6
Save:	F7	F2
Morale:	10	
Hoard Class:		XIV
XP:	560	20

Tentacled things are ancient critters which sprang into being in the days before man. Often found in long forgotten areas, places seldom visited by man, these creature lair in ancient, stagnant pools or dark, damp dungeons. Gigantic, blob-like creatures, tentacled things get their name from the multitude of writhing tentacles that surround their rubbery frame.

In play, a tentacled thing is treated as multiple

creatures. Stats are given for both the creatures main body, as well as for each of the critter's tentacles. Destroying the main body will also destroy any remaining living tentacles. The number of tentacles such a beast possesses is determined by the age of the beast. Ancient tentacled things possess 2d6 tentacles, while primeval tentacled things usually possess 3d6 (or more). An even older breed is said to exist which possesses tentacles endowed with regenerative capabilities (each healing 1hp/round. Increase XP to 29).

Thornlings

No. Enc: 1d6 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 5
 Attacks: 2 (fists)
 Damage: 1d6/1d6
 Save: F5
 Morale: 9
 Hoard Class: None
 XP: 200

Usually found in the company of plant-men, thornlings resemble humanoids constructed of thorny vines. They act as elite warriors in a Viridian Pack. Thornlings neither use, nor have use for, weapons in combat. They attack using their thorny limbs to inflict damage.

Thornlings, like most plant-folk, are vulnerable to fire based attacks and receive twice the damage from such attacks.

Treacherous Treasure

No. Enc: 1
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 3
 Hit Dice: 7
 Attacks: 1 (slam)

Damage: 3d6
 Save: F7
 Morale: 9
 Hoard Class: XIX
 XP: 440



At first glance, a treacherous treasure appears to be an envious pile of riches. In reality, a treacherous treasure is a large, slime-like creature which exudes a sticky film from its pores. Throughout its life-span, the slimy critter gathers up various coins, gems, and riches found within most labyrinths. These objects stick to the slime's adhesive secretion, giving it the appearance of a pile of treasure. Once the slimy beast is slain, it will take 1d4 weeks for the adhesive film to lose its bonding properties. Only then may the adventurers claim the slime-beast's hoard.

A treacherous treasure which remains motionless will surprise its foes on a roll of 1-3 on 1d6.

U

V

W

Walrus Man

No. Enc: 1d4 (2d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 2
 Hit Dice: 4
 Attacks: 1 (weapon or tusks)
 Damage: Weapon or 3d6
 Save: F4
 Morale: 9
 Hoard Class: XXI
 XP: 80

Bloated, blubbery humanoids with wickedly long tusks, walrus men inhabit arctic regions. Walrus men are notoriously slow and will always act last in a round.

Wandering Hole

No. Enc: 1
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 1
 Hit Dice: 5
 Attacks: Special, see below
 Damage: Special, see below
 Save: F5
 Morale: 9
 Hoard Class: XVII
 XP: 500

A wandering hole is a creature of anti-matter. In its expanded form, it resembles a 10'X10' hole running 20' to 50' deep (1d4 + 1 X 10). The creature possesses the capacity to constrict its anti-mass to a 1/4" square. Contracting itself from a 10'X10' square to a 1/4"X1/4" square takes 2 to 5 rounds (1d4+1). Expanding its form back to 10'X10' takes 1 round.

The most common tactic used by wandering holes is to constrict themselves to their smallest

size, then, as an adventurer walks above, the wandering hole expands, sending the victim plummeting down its depth. The wandering hole then compresses itself anew to crush the hapless victim. Victims of this tactic always run the risk of being surprised (1-3 on 6). Victims who find themselves within the depths of a wandering hole have but 2 to 5 rounds to get themselves out before the contracting anti-matter critter crushes them. On the last round, the constricting wandering hole crushes the victim to death.

Wandering holes may be damaged, but only by spells or magic weapons and items. Upon death, a wandering hole returns to its expanded size of 10'X10'.

War Horse (Elvin)

No. Enc:	0 (1d6)
Alignment:	Lawful
Movement:	240' (80')
Armor Class:	5
Hit Dice:	4
Attacks:	2 (2 hooves)
Damage:	1d8/1d8
Save:	M4
Morale:	12
Hoard Class:	None
XP:	135

Elvin war horses are bread by the elves using ancient elvin magic. Elvin war horses are never sold and rarely given to non-elves.

Elvin war horses are bread for warring in forested enviroments, as such, they recive no penalties to movement while in woodland enviroments (see Time and Wilderness Movement, LL p.45).

An elvin war horse will bind with its rider and handler. The binding process takes 1d4+1 weeks (1d3 weeks for elves), after which both handler and horse may communicate as if under the effect of an *ESP* spell.

Elvin war horses are immune to spells of levels 1-3 and impart upon their rider a +2 bonus to saves vs Spells.

Wyrd

	Normal	Greater
No. Enc:	1d6 (1d6)	1d2 (1d2)
Alignment:		Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	3	0
Hit Dice:	4+2	8+2
Attacks:	2 (spheres)	2 (spheres)
Damage:	1d6/1d6	1d10/1d10 + paralysis
Save:	E4	E8
Morale:		12
Hoard Class:		XXI
XP:	290	2,420

Wyrds are powerful spirits that inhabit elvin bodies. They usually appear are dark robed elves with glowing eyes. As undead creatures, wyrds may be turned by a cleric's Turning Undead ability. Both normal and greater wyrds are immune to mundane attacks and are only damaged by spells, silver or magic weapons. Wyrds are like wise immune to *Sleep*, *Charm*, and *Hold* spells.

Both greater and normal wyrms produce brightly glowing spheres from their hand which they use to attack. These spheres may be used in either melee combat, or thrown as ranged weapons (Range: 30'/60'/90'). A normal wyrd's glowing spheres inflict 1d6 points of damage each to all but elves who suffer an additional 1d4 points of damage from each sphere. A greater wyrd's spheres inflict 1d10 points of damage each and forces the victim to save vs Paralyze or become paralysed for 1d8 turns. Elves hit by a greater wyrd's spheres suffer an additional 1d6 points of damage but are immune the the glowing spheres' paralyzing effect.

Greater wyrds exude such a strong, palpatable evil that all who look upon them must succeed in a save vs Spells or suffer a penalty of -4 to hit and damage (minimum damage of 1).

X

Y

Save: F3
Morale: 6
Hoard Class: XXI
XP: 50

Yhena

No. Enc: 2d4 (4d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 3
Attacks: 1 (weapon)
Damage: 1d8 or weapon

Yhenas are 7' tall, hyena-headed humanoids that dwell in desert regions. They are often encountered occupying long abandoned pyramids. Yhenas are great lovers of camel-flesh and it is rumored that they can smell the presence of camels for miles. Yhenas are led by yhena pharaohs.

Z

Resources for the Labyrinth Lord RPG