

Creatures from Unknown Lands

Nicolas Dessaux



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This supplement includes more than 140 creatures for your *Labyrinth Lord* campaign, or for any game compatible with the classics of our hobby. I won't tell all of them are new, as you probably met some of their cousins in your earlier games, but I hope I hope you will enjoy meet them under their new clothes.

It includes some classic and giant animals, dinosaurs, undead, constructs, weird horrors, various humanoid races, from low to very high level. You will probably found some which fits well your campaign, as well as your own publications – provided you respect the terms of the license published on last pages.

I apologize for the numerous faults of grammar, poor vocabulary and funny mistakes, as English is not my native language. Any correction is more than welcome. I would like to thanks Morritz Melhem for his help on the annex, and for sure Daniel Proctor for having released *Labyrinth Lord*.

Nicolas Dessaux, 09/09

Actaeon (deer-folk)

No. Enc.: 2d6 (5d8)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 6
Hit Dice: 1 (5 hp)
Attacks: 1 antler or 1 weapon
Damage: 1d6 or by weapon
Save: E1
Morale: 8
Hoard Class: Nil

Actaeons are human-sized deer-headed humanoids. Their bodies are covered with a brown sweet fur, and their head have antlers. Elk and caribou-headed Actaeons do also exist. They're able to speak to animals of the same species, as well as they speak elvish. Living in small communities, they're very nature-fond and often act as wilderness protectors, living in deep forests and woodlands. If the Labyrinth Lord allows it, they can fit as a PC race.

Allosaurus

No. Enc.: 0 (1d4)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 13
Attacks: 1 bite
Damage: 4d6
Save As: F7
Morale: 9
Hoard Class: Nil

This huge carnivorous dinosaur stands almost 15 feet tall, and weighs several tons. Rising on its powerful rear legs, it attacks by biting with its large jaws.

Amoeba, Giant

No. Enc.: 1
Alignment: Neutral
Movement: 30' (10')
Armor Class: 3
Hit Dice: 14 (63 hp)
Attacks: 1
Damage: 2d6
Save: F7
Morale: 10
Hoard Class: Nil

This 30-foot wide unicellular creature is almost translucent, except its small 1-foot wide nucleus. It always surprise in bad light conditions, attacking by enveloping victims in filaments then secreting acid to digest them. Giant Amoebas generally live in warm and wet caves.

Ankylosaur

No. Enc.: 0 (1d8)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 0
Hit Dice: 7 (33 hp)
Attacks: 1 tail
Damage: 2d6
Save: F4
Morale: 6
Hoard Class: Nil

Ankylosaur is 15 feet long, 4 feet tall herbivorous dinosaur, covered with a thick armor shell, fighting with a massive club-like tail. It weighs no less than 4 tons, and lives in grass plains and hills.

Ape, Giant Marmoset

No. Enc.: 0 (2d4)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 3 (14hp)
Attacks: 2 claws / 1 bite
Damage: 1d6/1d6/1d4
Save: F2
Morale: 12
Hoard Class: Nil

Giant Marmoset looks exactly like their tiny cousins, except for size, which is 3 feet long, not including a same size furry tail. Many species of Giant marmoset does exist, but share the same game characteristics. They are peaceful and shy creatures, but could be dangerous if menaced, *charmed* or enraged by any other mean, including occasional eating of Songa berries (a variety of red berries which can be used as a dangerous drug). Rumors also speak about raids of villages by bands of raging marmosets, or training of these creatures as bodyguards. They can attack only one opponent at the same time, with their sharp claws and raw bite, while hanging by their powerful tail.

Ape, Ice

No. Enc.: 0 (2d10)
Alignment: Neutral
Movement: 120' (30')
Armor Class: 6
Hit Dice: 3+1
Attacks: 1 hug
Damage: 2d6
Save: F3
Morale: 9
Hoard Class: Nil

These giant white-furred baboons live in icy and snowy lands or mountains. Intelligent enough to use tools, communicate by growls and use landscape particularities to hunt, they're not able to build or construct. Their white fur enables them to surprise on 1-4 on a d6 in snow conditions.

Arachnea

No. Enc.: 1d3 (3d10)
Alignment: Lawful
Movement: 60' (20'), in web 120' (40')
Armor Class: 7
Hit Dice: 3** (14 hp)
Attacks: 1
Damage: 1d6+ poison
Save: MU3
Morale: 7
Hoard Class: XIV

Arachneae are a very old race, among the most ancient ones. They once had cities and high civilization standards, but very few remains from their lacy hardened-web architecture. Tall like a pony, they seem at first view like any giant spider, with a very large body at rear and ten eyes. Males are tiny, short-lived creatures, lacking the enormous and subtle brain of females, and they only live to mate and feed females.

Even now, decadent and living in small groups in caves and jungles, Arachneas are able to learn magic. In each community, one-tenth is able to use spells like a 3th level Wizard and knows at least 1d6 spells. Note that they use knotted pieces of web as spell books, but very few people will know that. Some Arachneas may achieve more powerful wizardry, and enslave other creatures to ensure their security and needs, and provides victims for sacrifices and feeding. They may seek to regain lost power of their race, but even with their large knowledge about forgotten things and facts, they generally lack of understanding other people, as they consider non-arachneaeas with disgust.

Some of them are being able to teleport trough the lines of their webs, but most of them loose this ancient ability of their races.

Astree

No. Enc.: 1 (1d10)
Alignment: Neutral
Movement: 9' (3')
Armor Class: 5
Hit Dice: 3 (14 hp)
Attacks: 1 blood drain + encirclement
Damage: 1d6
Save: F3
Morale: 12
Hoard Class: Nil

An Astree looks like a dark-green plant, made of large leaves with red nervures, growing from a black stocky trunk made by former, dried leaves. Each leaf is taller than a human being, flexible and able to move slowly toward any hot-blood creature. The Astree has no eyes, no ears, but can feel heat, vibrations and odors surrounding them. An Astree is able to move its full body, tough very slowly, to get a better hunting place.

A strength ability check is needed to escape encirclement by the Astree large blood-sucker leaves. When trapped, a victim is automatically drained 1d6 each round, until she wins strength ability check.

Nobody knows if Astree is actually as a plant or an animal, as its biology seems alien to every other plants. Its name comes from its curious link with stars and constellations, as Astrees seems to move leaves and even to move according to astral movement. Some think they're able to communicate between themselves.

Banshee

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: -3
Hit Dice: 13 (59)
Attacks: 1 touch
Damage: Age
Save: F13
Morale: 9
Hoard Class: X

The Banshee is a fading, crying, blue translucent ghost. It is closely linked to a burial place, generally a tumulus or megalith. It appears only at night, never in sunlight. It's a guardian, not always malevolent, and is known to collaborate with Elfin and small folks to protect ancient tombs.

The Banshee cannot be harmed by spells unless they are specially adapted to fight undead, and by weapon less than +2. If seriously threatened it generally flee by merging with its burial place and vanishes. Its cry is frightening and anyone hearing it must roll a save against paralysis (with a -4 penalty) or flee away as far as possible. Its touch doesn't do any damage, but age the creature of 1d4x10 years.

Bardi (jackal folk)

No. Enc.: 2d6 (5d8)
Alignment: Lawful
Movement: 90' (30')
Armor Class: 6
Hit Dice: 1 (5 hp)
Attacks: 1 bite
Damage: 1d4 or by weapon
Save: C1
Morale: 12
Hoard Class: VI

Bardi are human-sized Jackal-headed humanoids. Their bodies are covered with a black sweet fur. Dog and Wolf-headed Bardi does also exist, and tough they share the same ancestry, and can breed together, they generally refuse to admit they're the same race. They also share a common affinity with all canidaeas, and are able to speak with them. This explains why they often use wolves or even dire wolves as mounts. If the Labyrinth Lord allows it, they can be a PC race.

Bhut

No. Enc.: 2d4 (2d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 7+2** (34 hp)
Attacks: 2 claws / 1 bite
Damage: 1d4/1d4/1d6 + special
Save: C7
Morale: 10
Hoard Class: VI

Bhuts are ghost shape-changers. During day-time, they look like humans, or other humanoids according to the species they were during their live existence. No magical means seems to be able to detect them, except True sight. They generally wander as a group of monks or pilgrims, and engage discussion about the meaning of life and other philosophical questions. During night, they transform into walking corpses, with dirty and sharp claws. In this shape, they're very discrete and will surprise on 1-4 on d6. Bhut's claws and bite cause a freezing chill. A save against paralysis is needed to avoid losing initiative and get a -2 penalty to hit roll for 1d4 rounds. They rarely attack a group, preferring to kill alone or sleepy victims one by one, and are very careful and clever in doing this.

Bawa

No. Enc.: 1 -4 (1d4)
Alignment: Neutral
Movement: 60' (20'), Flying 240' (80')
Armor Class: 6
Hit Dice: 5 (23 hp)
Attacks: 2 claws
Damage: 1d4 /1d4 + poison
Save: MU10
Morale: 6
Hoard Class: Nil

Small dark bat-winged monkeys with long poisonous nails, Bawas are sometime founds as Wizards pets and familiars. Even if they seem just like animals, they're clever, long-lived creatures, knowing a lot of forgotten stories and secrets. Their venomous claw turns mad wounded victims who fail a save against posion, giving paranoid hallucinations were best friends become dangerous monsters to fly or kill as soon as possible. Bawas use it only if they can't avoid fight, but generally fly away when attacked.

Small like a cat, quick flyers, Bawas are also very discreet and can stay unnoticed on 1-5 on 1d6, if they keep in shadows, so they're good spies and thieves for their masters.

Blind Spirit

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 0
 Hit Dice: 10 (45 hp)
 Attacks: 1 touch
 Damage: special
 Save: C10
 Morale: 11
 Hoard Class: Nil

The Blind Spirit is fully incorporeal and has no real shape, just an ever-changing light. It is a dangerous undead, as each time it hits someone, that person lose one sense (roll 1d6: 1 – Sight, 2 – Hearing, 3 – Touch, 4 – Taste, 5 – Smell, 6 – 6th sense, like use of ESP, clairvoyance and such spells). Even if the save against spells is a success, the sense is lost for 3d6 rounds.

Blood rose

No. Enc.: 0 (1-8)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 7
 Hit Dice: 4 (18 hp)
 Attacks: 1 blood drain
 Damage: special
 Save: F2
 Morale: 12
 Hoard Class: Nil

Nothing distinguishes at first look this sentient, living and blood-draining plant from any other rose, until it slowly and stealthy begin to move. It's a white rose, unless it already drank since 24 hours, making it a red rose.

A typical 4 hit dice monster is a single rose bush. When its victims is near is enough, it can elongates its thorny branches and entangle a victim. After the first successful, it begin to drink 1d8 hit points of blood each round, without needing any new roll to attack. It also injects a hypnotic liquid, which transforms any victim which fails a save against spells to sleep and let the rose drink all its blood.

Blood Rose may grows everywhere from temperate to subtropical climate. Some wizards like to have a few of them in their private gardens.

Bonewings

No. Enc.: 1d4 (3d4)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 4
 Hit Dice: 7 (32 hp)
 Attacks: 2 claws / 1 bite
 Damage: 1d4 / 1d4 / 2d4 + poison
 Save: F7
 Morale: 10
 Hoard Class: Nil

Bonewings are small demon-breed winged humanoids, with a skinny and scaly grey body, long bat-wings, and sharp claws and teeth. These natural weapons secrete a paralyzing poison (save or be paralyzed for 2d4 turns). They are always being surrounded by a cloud of darkness (like the spell), and able to see trough it. Along with their wings, they're able to use *Dimension door* at will.

Brainstormer

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 4+1 (19 hp)
 Attacks: 1 bite or 1 breath
 Damage: 1d10 or special
 Save: F5
 Morale: 10
 Hoard Class: IX

A pack of greenish tentacles emerging from a crabe-like body, with a hideously large mouth, half a dozen large eyes upsides and an orange membranous transparent slime protecting a collection of humanoids brains, here's the Braimstormer – or Mastishk-Khana in its own language. These creatures are very intelligent. They have the special capacity to gather brains from other humanoids, being in order to use any knowledge including personal remembering and some spell known. In order to do this, they first capture a creature – generally, using slaves to do this – and then using their perfect surgery skills to open its alive head to transfer the brain to their membranous slime. They can store up to twelve brains at the same time, but as a brain generally services more than a few months after being collected, they change from time to time. Generally, a Mastishk-Khana has a number of spells from level 1 to 3 prepared equal to his number of brains.

Mastishk-Khana are very individualistic, but intelligent enough to collaborate when needed, and very careful creatures. They will not expose themselves if they can avoid it, and generally have a lot of slaves and wards to protect and take care of them. They need to eat a lot, sleep in bathes of weird oils and study their collected brains for a long while to grasp every bit of information.

Brontosaur

No. Enc.: 0 (1-3)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 5
 Hit Dice: 26 (117 hp)
 Attacks: 1 Bite / 1 Tail
 Damage: 2d6 / 3d6
 Save: F13
 Morale: 8
 Hoard Class: Nil

Brontosaur is a 70 feet long, 30 tons dinosaur, with a very long neck and tail. It lives in swamp and lakes borders.

Carnivore Meadow

No. Enc.: 0 (1)
 Alignment: Neutral
 Armor Class: 9
 Hit Dice: 1 per 5-foot-square area (5hp/ square)
 Movement: 0
 Attacks: 1
 Damage: special
 Save As: F1
 Morale: 12
 Hoard Class: Nil

Carnivore Meadow looks like ordinary, tall grass or steppe, and generally grows inside of it. Its sticky, animated stems grasp victims by surprise, when in the middle of it, and begin to knock them down. If the victim fails a STR ability check each round she's on the Meadow, she fall and discover the hideous tiny plant teeth, beginning to launch digestive acids, which automatically do 1d6 hit point of damage every round, until the victim is fully digested or escaped. It's also a favorite ward of some weird Nature Priests.

Carp, Gigantic

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 4
 Hit Dice: 15 (68 hp)
 Attacks: 1 bite / 1 tail
 Damage: 2d10 / 3d6
 Save: F7
 Morale: 11
 Hoard Class: Nil

This giant 50-foot long carp is as big as some whales. It can swallow a full creature on a successful hit roll, unless the victim roll a death save. A swallowed creature can survive for 2d6 turns in its stomach, until it's fully destroyed by the digestion. Gigantic carps are common in the cold oceans.

Chionox

No. Enc.: 1d4 (1d4x10)
 Alignment: Lawful
 Movement: 60' (20')
 Swimming 180' (60')
 Armor Class: 2
 Hit Dice: 9 (41 hp)
 Attacks: 2 pincers
 Damage: 1d10 / 1d10 / 1d10
 Save: F18
 Morale: 9
 Hoard Class: IX

Chionox are intelligent giant 9-feet large blue crabs with three pincers and six legs. They're able to hide all the sensible parts of their body with their large pincers. They live in underwater ice complexes in polar oceans, and seldom interfere with other races affairs. They can see invisible at will, and use a *Web* effect with ice at will. Five Chionox acting together can conjure an Ice storm once per turn.

Colony

No. Enc.: 2d4 (10d100)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 3
 Hit Dice: 2 to 20 (9 to 90)
 Attacks: 1 pincer
 Damage: See below
 Save: See below
 Morale: 12
 Hoard Class: Nil

The Colony is a creature looking like a mix between a giant crab and a cockroach. Their size can vary a lot, as they keep growing during all their long lifespan, by successive sloughing. Generally, they're one-foot long by hit dice. Intelligent creatures, they live in big colonies, and each colony is in some ways a single creature: they permanently exchange by telepathy, each one knowing where all others are and what they're doing for the benefit of the community. If a single member is taken more than 10 miles from the others, it will die within a few hours. As long the full colony has not been destroyed, new creatures will be generated quickly. This telepathic link with them and high ability to cooperate make they have no hierarchy. Each member is fully lawful to the colony and will sacrifice itself if needed.

Colonies don't mind about the existence and needs of other creatures, unless these creatures react enough to become a danger for the colony. This is the only situation they may consider to use diplomacy and communicate with other, but they lack any ability to understand foreign creatures. They build cities fitted to their own bodies and capacities to walk on any surface, vertical, ceilings and so on. Colonies are immune to all mind control and charms based spells and power.

Crone

	<i>Forest</i>	<i>Cave</i>	<i>Sea</i>
No. Enc.:	1-3 (1-3)	1 (1)	1 (1)
Alignment:	Chaotic	Chaotic	Chaotic
Movement:	120' (40')	120' (40')	120' (40') 5
Armor Class:	7	6	8* (35 hp)
Hit Dice:	6* (27 hp)	7* (31 hp)	2 claws, paralysis or spell-like ability
Attacks:	2 claws, paralysis or spell- like ability	2 claws, paralysis or spell- like ability	2d6/2d6 or see below C8 9
Damage:	1d8/1d8 or see below	1d0/1d0 or see below	IX, X
Save:	C6	C7	
Morale:	8	8	
Hoard Class:	IX, X	IX, X	

In her true face, a Crone looks like an ugly, dirty, old human women, with sharp claws on hands. But she's a shape-changer and generally appears on their real appearance only to eat victims, after they sliced most organs to alive, paralyzed victims.

There are no male Croness, but they're able to mate with any humanoid male to give birth to a daughter. They do this once during their life, and then eat the male to get stronger during pregnancy.

Forest Crone: A Forest Crone as got pale green skin and dark hair. At will, a she can change herself to any to get any human face; if she got time to study her victim asleep, she can even steal in his dreams the face of lovers, family members, or friend, living or dead. She can also change herself at will into an animal shape. Each crone has got only one animal shape, like serpent, wolf, giant spider, and so on. In this form, she get all natural capacities, including poison if any, but still conserves her own Hit points.

Forest Croness are master of alchemy, so even if they can't cast spells, each of them knows the way to create 1d6+1 sorts of potions reproducing Neutral sphere spells from level 1-3. They transmit their cauldron from mother to daughter, and without it, are unable to make potions. Sliced victims organs are the components of their brewages.

Crone generally waits a victim to be in asleep or victim of any potion, to attack them. They use their claws and paralyzing venom (save or be paralyzed 1d6 turns)

Forest Crone senses are keen, so they are surprised only on a 1 on d6. A Crone can take control of opponent's weapons, to make them fight against their bearers. Such a weapon will fight as the Crone herself, as long as she's alive. Each round, she can take control of one more weapon, up to a total of six. She cannot use this ability in animal form.

Cave Crone: These greater creatures with vey white skin and black hair, usually lives in caves or labyrinths. They're powerful spellcasters, able to use spells like a Cleric of the same level than their Hit dices. In addition, they can shape-change at will into a Giant Amobea, or into a beautiful woman. Cave Croness poison is more violent than other croness, so a -4 penalty is applied to saving thrown.

Sea Croness: Having blue scaled skin and seaweed hair, Sea Croness are scare creatures. Any creature seeing one must save against paralysis, with a -6 penalty, or flee away for 1d20+5 rounds. Its claws cause damage, but also a violent disease which make ill for 1-6 days, and cause a -6 penalty to all Hit rolls and ability checks.

They're able to change shape into any undersea animal, like a shark. When doing so, all their physical capacities except Hit dices are those of the animal. The can also *charm* undersea creatures, at will.

Death Boar

No. Enc.: 0 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 7 (32 hp)
Attacks: 1 tusk + death gaze
Damage: 1d8 + Chaotic
Save: F7
Morale: 8
Hoard Class: Nil

The Death Boar looks like a dark hairy, bull-sized boar, with gigantic razor-sharp tusks and red eyes. It wanders in the night for rampage, and seems to fade during daytime to reappear when the sun disappear.

The Death Boar is able to attack with tusks, and to trample an opponent when it charges (double damage). But it got a more dangerous attack even: its Death gaze causes immediate Death, unless the victim saves against paralysis. Avoiding its gaze is possible, but all Hit roll will get a -4 and halve damages, and even spells will need a Dexterity ability check to find their ways. Death Boar is immune to any death spell spells and poison.

Death Mask

No. Enc.: 1d4 (2d4)
Alignment: Chaotic
Movement: 240' (80')
Armor Class: 7
Hit Dice: 8* (36 hp)
Attacks: 1 tentacle per prey
Damage: 1d10 + special
Save: C8
Morale: 10
Hoard Class: Nil

During night time, this undead shape-changer can look as any other undead of its choice, and as any living humanoid under day light. In its true face, it's a shapeless chaos of small dark filaments and tentacles. When it attacks, it grows one tentacle per prey, without any limit, and attempt to pass trough armor, and clothes to begin flesh-drinking. After its first attack, the drain (1d10 hip points of damage) is automatic each round, until the prey roll a death save save.

Decapod

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 12' (4')
Armor Class: 5
Hit Dice: 3 (14 hp)
Attacks: 9 tentacles (3 on a single opponent)
Damage: 1d6
Save: F3
Morale: 9
Hoard Class: Nil

Decapods are ten-tentacle spheroids creatures, hairy and verrucose, with a large mouth sharp-teeth filed of small, sharp, teeth. Each tentacle is full of sticky suction-cups on one side. Each tentacle can be up to 20 feet long, and the body 5 feet large. Although commons Decapods are green, almost every color has been reported, from pale blue, long hairy polar ones to dark, back-spine exemplars from the south jungles. As creatures from chaos, Decapods mutes frequently, giving birth to unusual bloodlines. Among the weirdest are the fleshy one-eyed ones from the deeps.

Living in jungle and forests, they usually hang with one tentacle, while using other one to hunt. They move by hanging from one branch to another. Without trees or others place to hang, they're clumsy and miserable creatures. They're fond of meet, eating plants only to escape starvation, and anything with less than ten legs would feed them, including adventurers. Decapods screams are frightful, cavernous grunts, which can be heard miles ago, especially during mate seasons when females fight between themselves to get males. They're very good at voice mimicry, and can remember hundreds of phrases they heard only once, even if they don't understand it. Some cunning ones use it to trick humanoids. Attempts to domestic Decapods failed, but some wizards ensure they're kind and sweet pets when *charmed*.

Dewas (Flying squirrel folk)

No. Enc.: 0 (3d6, village 30-300)
 Alignment: Neutral
 Movement: 90' (30'), glide 150' (50')
 Armor Class: 7
 Hit Dice: 1-1 (4 hp)
 Attacks: 1 Weapon
 Damage: By weapon
 Save: H1
 Morale: 8
 Hoard Class: Nil

Small 3 feet creatures, Dewas are flying squirrel humanoids. Among common colors, they may be black or red-haired, with some white parts. Using their glide membrane, they're able to glide from tree to tree with a great agility, they live in tree-build villages. Their technology is weak for human standards.

For every 30 Dewas, there is a clan war chief who has 3 hit dice and at least 15 hit points. He also has a bodyguard of 2d6 Dewas warriors. Each of these warriors fights as a 2 hit dice monster, and has 1d6+4 hit points. For every 100 Dewas, there is a tribal subchief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief has 2d4 bodyguards, who each have 3 hit dice and 15 hit points. If 300 Dewas are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. He has four Dewas warriors who act as bodyguards. Each of these bodyguards has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. If Labyrinth Lord allows so, they can be used as a PC Race.

Dimetrodon

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 7 (32 hp)
 Attacks: 1 Bite
 Damage: 2d8
 Save: F4
 Morale: 8
 Hoard Class: Nil

Dimetrodon is a 10 feet long sail-backed dinosaur, weighing 10 tons. The "sail" is in fact bony spikes connected by a webbing of skin. It lives in hills, plain and swamps.

Dragonling

No. Enc.: 1d6 (2d6)
 Alignment: Neutral
 Movement: 90' (30') 120' (40') flying
 Armor Class: 8
 Hit Dice: 3 (14 hp)
 Attacks: 1 bite
 Damage: 1d3 + venom
 Save: F3
 Morale: 8
 Hoard Class: IV

Dragonlings are tiny, 3-foot long, green dragons. They live in jungles and warm forests, flying and hunting small animals. During hatching, males construct beautiful nests in the trees, stealing shiny and golden things, like moneys, glass pieces or jewels, in order to attract females.

Dragonlings bite is venomous. A save against poison is needed to avoid a -2 penalty on all saving thrown, hit rolls and ability checks during 1-3 days young Dragonlings are sometimes raised as pets, and are very sweet and gentles creatures.

Dog, Normal

No. Enc.: 2d6 (3d6)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 7
 Hit Dice: 2+2 (11 hp)
 Attacks: 1 bite
 Damage: 1d6
 Save: F2
 Morale: 6 (salvages dogs), 8 (trained dogs)
 Hoard Class: Nil

These games statistics are for great dogs, both salvages and trained ones.

Dolphin

No. Enc.: 0 (1-20)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 3 (14 hp)
 Attacks: 1 head butt
 Damage: 2d4
 Save: D6
 Morale: 10
 Hoard Class: Nil

Dolphins are intelligent sea mammals. Some of them are able to communicate between themselves by telepathy at 50 miles range, and to detect magic at 360' radius.

Dragoncat

No. Enc.: 1 (1d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 3
 Hit Dice: 8* (36 hp)
 Attacks: 2 claws / 1 bite or 1 roarone weapon
 Damage: 1d6 / 1d6 / 4-24
 Save: F8
 Morale: 8
 Hoard Class: XVI

The mighty Dragoncat has the body of gold-scaled dragon and the head of a lion. This is a Neutral, with a long lifespan and a high intelligence, but at the same time a terrible beast and predator.

Along with its powerful jaws, the most dangerous attack of a Dragoncat is its fearsome roar. Any creature within 120 feet must save against paralysis or flee of fear during 2d6 rounds. Within 30 feet, they're also deafened and have a -2 penalty on Hit rolls for 2d6 turns. The Dragoncat generally roar before attacking.

Dragon, Greater

	<i>White</i>	<i>Black</i>
No. Enc.:	1 (1)	1 (1)
Alignment:	Any	Chaotic
Movement:	150' (50') 300 (100') Flying	150' (50') 300 (100') Flying
Armor Class:	-1	-2
Hit Dice:	12 (54 hp)	14 (63 hp)
Attacks:	See below	See below
Damage:	3d8 / 2d4	3d10 / 2d4+2
Save:	F12	F14
Morale:	10	10
Hoard Class:	XV(x3)	XV(x3)

	<i>Blue</i>	<i>Green</i>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	150' (50') 300 (100') Flying	150' (50') 300 (100') Flying
Armor Class:	-3	-4
Hit Dice:	16 (72 hp)	18 (81 hp)
Attacks:	See below	See below
Damage:	4d8 / 2d6	4d10 / 2d6+2
Save:	F16	F18
Morale:	10	11
Hoard Class:	XV(x3)	XV(x3)

	<i>Red</i>	<i>Gold</i>
No. Enc.:	1 (1)	1 (1)
Alignment:	Chaotic	Lawful
Movement:	150' (50') 300 (100') Flying	150' (50') 300 (100') Flying
Armor Class:	-5	-6
Hit Dice:	20 (90 hp)	22 (99 hp)
Attacks:	See below	See below
Damage:	5d8/2d8	6d8/2d8+2
Save:	F20	F20
Morale:	12	13
Hoard Class:	XV(x3)	XV(x3)

The greater Dragons are far much powerful than their smaller cousins, and double their size. Their scales are shiny like gems, their body large enough to crush opponents and their wings are effective weapons. Their breath weapon is the same as the smaller ones, but the range is doubled and they may use it once every ten rounds of fighting. They can be found asleep, but their senses are so keen that there are only 10% chances to surprise them.

They always speak and cast spell, as clerics or magic-users of half their Hit dice level (so a Greater Green Dragon may cast spells as a 9th

level Cleric of Magic-User). The first damage on the stats lists is for bite and crush, and the second one for claws and wings (2 of each), so they can attack 6 opponents per round. Their blows are so powerful that any hit people must save against breath or be thrown up to 3d6 feet in a random direction, and be stunned for 1d6 rounds.

Drakar

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40') Flying 60' (20')
Armor Class:	3
Hit Dice:	3 to 6
Attacks:	1 bite
Damage:	1d6
Save:	F3 to 6
Morale:	8
Hoard Class:	IX

Drakars are human-size legless dragonlike creatures, with tiny but effective wings. Their colors vary like their larger cousins ones, and are often linked with them. They could can shapechange to a humanoid shape at will, but each drakkar has only one shape and figure, which could be a human, dwarf, elf or any other humanoid. They got all the abilities of a thief of the same level of their hit dices. They generally work as spies or thieves for dragons or other powerful creatures.

Draojina

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	-4
Hit Dice:	14 (63 hp)
Attacks:	1 special
Damage:	See below
Save:	F14
Morale:	11
Hoard Class:	XV

Draojina is an undead creature appearing as an eyed skeleton wrapped in a shroud. In fact, two floating eyes, two bone hands and the skull are able to displace and act freely by floating in the air, while being always aware of what are doing the four other parts, no matter the distance. It has no body inside of the shroud, just a dark spectral energy.

At will, it can appear as a living creature, with a high (18) charisma, and stay under this shape as long as it will even in sunlight. It whispers lies that everybody trust, unless it roll a save against spell, and is such a powerful ruler or, more often, an *eminence grise* of a king or queen.

If one of the body parts is destroyed, it can reform itself next night, unless all parts have been killed and the shroud burned.

The gaze of the eyes, the breath of the skull and the touch of the hands are poisonous (save or die for each) for any living creature. When the full creature is there, its presence radiates permanently a cloud of *Darkness*, a *Silence*, and *Cause Disease*, like the spells, in a 150' radius. Any dead creature rise as a skeleton or a zombie, according to the current state of the corpse; these creatures will be turned as the Draojina itself. It spoils any food, drink and potion in the same radius. It can use a *Finger of Death* at will, once per

round. When parts are separated, this powerful aura cease, but it may use all of these powers in a 15' radius at will.

A Draojina is immune to any spell from level 1 to 3, and to any weapon lesser than +2. These powers make it a powerful villain, able to raise a full army of undead, using its parts as spies or agents for special missions without exposing itself to danger.

Duckrat

No. Enc.: 1d8
 Alignment: Neutral
 Movement: 12' (4')
 Armor Class: 7
 Hit Dice: 3 (14 hp)
 Attacks: 2 claws / 1 bite
 Damage: 1d4 / 1d4 / 1d4
 Save: F2
 Morale: 8
 Hoard Class: Nil

Slatypus is the scholar name for the Duckrat. This large animal, no less than 3 feet long, is a six-legged giant rat with a teathy duck bill and palmed paws. Its annelid rat-style tail is as long as the creature body. It's a powerful carnivorous hunter, known to hunt bigger prey than himself, able to kill a cow or a deer. They are known to occasionally transmit rage and other disease to animals.

Eel, Electric

No. Enc.: 0 (1-3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 9
 Hit Dice: 2 (9 hp)
 Attacks: 1 bite + shock
 Damage: 1d4 + shock
 Save: F1
 Morale: 7
 Hoard Class: Nil

The electric eel is a 9-foot long fish. Its touch launches an electrical shock, which stun the victim for 2d8 rounds (halved by a save against paralysis). A non-water breathing creature is likely to drown during this time, taking 1d6 hi points of damage per round.

Ectoplasm

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 90' (30'), flight 180' (360')
 Armor Class: 9
 Hit Dice: 6 (27 hp)
 Attacks: 1 touch
 Damage: 1d4 + special
 Save: G6
 Morale: 6
 Hoard Class: Nil

An Ectoplasm is a mischievous undead able to use illusions to lure victims. Its real face is an incorporeal dark fog, but they may appear as any creature, humanoid or animal, they want, and with use this power to attract people to dangerous places. They're also able to turn *invisible* at will, and use *confusion* and *hallucinatory terrain* at will also. Non-magical attacks do them only half damages, but they're not very good fighters and flee any physical attack, preferring use their illusions powers being invisible.

Eel, Giant

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 6 (27 hp)
 Attacks: 1 bite
 Damage: 2-16
 Save: F3
 Morale: 9
 Hoard Class: Nil

The giant eel is up to 20-feet long, and its mouth is covered of sharp teeth. It's a not so uncommon sea creature, and its flesh is very appreciated on luxurious tables.

Elemental Warrior

No. Enc.: 1d10 (1d10)
 Alignment: See below
 Movement: 120' (40')
 Armor Class: -2
 Hit Dice: 9 (41 hp)
 Attacks: 1 2-hander weapon
 Damage: 1d10+3
 Save: F9
 Morale: 11
 Hoard Class: Nil

Four types of Elemental Warriors exists Air, Earth, Fire and Water. Each of them looks like a tall humanoid made of that element, in an impressive armor and wielding a huge sword or axe. They're immune to all attacks based on their element, to poison and to non-magical weapons. In contact with their element, they regenerate 5 hit points per round, and spells based on their element actually heal them rather than hurt them (for example, a Fire Warrior hit by a 21 hit point fireball will be cured 21 hp). They may also one per turn canalize death from their element to blow any creatures up to 30', which does as much hit points of damage as the creature has hit points (saves halves).

Elk, Giant

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 8 (36 hp)
 Attacks: 1 butt
 Damage: 1-12
 Save: F4
 Morale: 8
 Hoard Class: Nil

A Giant Elk is 11 feet long and weigh a ton. Its antlers span 10 feet, sometimes more.

Faerie

No. Enc.: 1d6 (1d6x10)
 Alignment: Neutral
 Movement: 120' (40')
 180' (60')
 Armor Class: 5
 Hit Dice: 1(5 hp)
 Attacks: 1 weapon
 Damage: 1d3
 Save: E1
 Morale: 9
 Hoard Class:

Faeries are tiny flying fays. They look like thin 1-foot elfins with translucent dragonflies wings. As elves, they can use spells as magic-users of the same level of their hit dices, and generally prefers spells useful for mischievous jokes. They live in communities in high places like very tall trees, mountains or even clouds, but some also enjoy the company of other folks.

Fire Knight

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 0
 Hit Dice: 12 (54 hp)
 Attacks: 1 weapon
 Damage: By weapon +3
 Save: G12
 Morale: 9
 Hoard Class: Nil

The Fire Knight appears as an outstanding 7-foot fire-headed warrior in red metal armor. Being a creature of fire, it radiates permanent light and is immune to fire -based attacks, including magical ones. Very strong, they add 3 to attack and damage roll.

Very rare, Fire Knights are generally associated with Fire gods and temples, or travel for quests in support of them.

Fog of Madness

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 0
 Hit Dice: 10* (45 hp)
 Attacks: 1d6 claws
 Damage: 1d10 by claw + special
 Save: MU10
 Morale: 12
 Hoard Class: Nil

This nightmare cloud of smoky darkness with tens of claws growing from nowhere seems to appear on the call of powerful necromancers. Each wound caused by this Fog is a step toward Madness, as a save against spells is needed to avoid losing permanently 1 WIS ability point.

A Fog of Madness will follow the orders of its master, to kill a specific people or group of people. But if destroyed, it will form again 24 hours later, and turns back to its sender to attack him as soon as possible.

Gaor

No. Enc.: 3d6 (10d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 6 (27 hp)
 Attacks: 1 weapon
 Damage: By weapon +4
 Save: F6
 Morale: 9
 Hoard Class: I

Gaors are very primitive men, more even than Neanderthals, and looks more savages even than ogres, being no less than 10' tall. They know how to build very primitive tools, but are far to learn how to use fire. They

generally use raw stones or branches, and live in caves and remote places. They're easily controlled by other tribes, if rewarded in meat.

Ghost

	<i>Lesser</i>	<i>Greater</i>
No. Enc.:	1d4 (1d6)	1 (1)
Alignment:	Chaotic	Chaotic
Movement:	150' (50')	
Armor Class:	1	-2
Hit Dice:	5 (23 hp)	14 (63)
Attacks:	1 touch	1 touch
Damage:	Aging	Aging
Save:	C5	C14
Morale:	12	11
Hoard Class:	XII	X

A Ghost is an incorporeal undead, from any humanoid appearance. They are clothed and armed like they're were at the day of their burial, according to cultural burial customs. It's always grey-blue translucent. Ghosts are linked to one place, and never move very far from it. They never appear in sunlight. When "killed", a ghost come back next night, until it achieved some goal or have been exorcised.

Ghost fear iron weapon, but are immune to all other kind of attack, like fire, bare hands, bronze or wooden weapons, bites and claws, unless magical. Spells affect them normally.

Lesser: When hit by a lesser ghost, a character must roll a Spectral save to avoid age by 1d8 years because of fright. For every ten years aging this way, he loose 1 point in STR, DEX and CON. Elves ages as well, but are immune to abilities loss.

Greater: When hit by a lesser ghost, a character must roll a Spectral save to avoid age by 5d8 years because of fright. For every ten years aging this way, he loose 1 point in STR, DEX and CON. Elves ages as well, but are immune to abilities loss.

Ghost army

	<i>Lesser</i>	<i>Greater</i>
No. Enc.:	Special	Special
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	4	0
Hit Dice:	3(14 hp)	12(54 hp)
Attacks:	1 weapon	1 weapon
Damage:	Special	1d8
Save:	F2	F6
Morale:	12	12
Hoard Class:	Nil	Nil

A Ghost army is the undead result of a great battle, where many warriors died long time ago. This creates a frightful place strongly linked with the death sphere, where ghost warriors continue to fight since ages. The Ghost army may exist on full battle field or fortress, or just where the deadliest combat happened.

On a save against paralysis, characters don't even see the Ghost army, and just feel a frozen chill. If they see it, a second save enables to avoid its fear effect. Feared characters are attacked by the ghost warriors, and must save again each undead they hit, or be "slain" - in reality, fall unconscious for 1d4 turns. Each individual ghost warrior can be "killed", but another one will rise until feared characters escape the battlefield.

The *Greater* version is far more powerful, as creatures of less than 3HD are always affected by it, and its attacks do real damages. The *Ghost ride* is a moving, mounted Ghost army which has been seen as a deadly omen before some battles all around the world.

Giant

	<i>Mountain</i>	<i>Sea</i>
No. Enc.:	1d4 (1d20)	1d4 (1d20)
Alignment:	Neutral	Neutral
Movement:	150' (50')	120' (40')
Armor Class:	0	0
Hit Dice:	12 to 20	9-15
Attacks:	1 weapon	1 weapon or special
Damage:	5-50	4-40 or special
Save:	F12 to 20	F9 to 15
Morale:	9	10
Hoard Class:	XXI	XXII

Mountain giants are 12 to 20-foot high, have grey skin and long hair and beards for male. They're able to throw stone boulders at great distances (100 / 200 / 400) for 4d6 points of damage. In melee combat, they use large swords or axes.

Sea Giants are 9 to 15-foot high, have blue skin and no hair at all. They are able to use weapons like tridents, but generally first use their wave attack, by creating a strong water current. Any victim which fails a save against paralysis is stunned for 1-6 rounds, unable to do anything. Living in very deep oceans, they're seldom seen by humans.

Giant, Blacksmith

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	-2
Hit Dice:	25 (113 hp)
Attacks:	1 weapon
Damage:	4d10
Save:	F25
Morale:	11
Hoard Class:	XXI

The Blacksmith Giant is 20-feet tall powerfully build man, with a skin made of small and flexible iron scales. He's very skilled smith and can build any magical weapon for other giants. The Blacksmith Giant is fully immune to fire, including magical one. He can also use at will the following spells: *Animate objects* (on metal objects only), *Wall of stone* (made of iron), *Protection from normal missiles* (if they're at least partially made from iron like arrows).

Golem, Dragon

No. Enc.:	1 (1)
Alignment:	Lawful
Movement:	
Armor Class:	-3
Hit Dice:	20 (90 hp)
Attacks:	1 bite / 2 claws
Damage:	3d10 / 2d6 / 2d6
Save:	F10
Morale:	12
Hoard Class:	Nil

Dragon Golem is thought to be the ultimate creation of ancient Mekanes during the Dragon wars. With its

membranous wings, multifaceted eyes, long and thin arms and body, the Dragon Golem looks like a gigantic insectoid dragon, but if you survive this first appraisal, you may find it's a lifeless machine. Along with usual Golem protections, it's able to breathe a 20' radius poisonous gas (save or die).

Golem, Flint

No. Enc.:	1 (1)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	3
Hit Dice:	6 (27 hp)
Attacks:	1 fist
Damage:	2d4
Save:	G6
Morale:	12
Hoard Class:	Nil

The Flint Golem is a fully black men-sized creature, looking crude and muscular. Each time it is hit, it shatters into dangerous fragments. If the attacker fails a save against death, he takes 1d4 hit points of damage from these fragments.

Golem, Mud

No. Enc.:	1 (1)
Alignment:	Lawful
Movement:	90' (30')
Armor Class:	9
Hit Dice:	8 (36 hp)
Attacks:	1 Hug
Damage:	2d6
Save:	F8
Morale:	12
Hoard Class:	Nil

The Golem of Mud is able to merge fully in earth, mud or water, and surprise on 1-4 on a d6 when doing so. Its body is soft and muddy, so when they catch someone, it tries to merge him into its body to drown him. After the first attack, the victim must roll a STR ability check or be meld, and suffer automatically 2d6 hit point of damage automatically each round.

Gremlin

No. Enc.:	1-6 (5-30)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	7
Hit Dice:	1-1 (4 hp)
Attacks:	1 weapon or special
Damage:	By weapon
Save:	E1
Morale:	7
Hoard Class:	IV

A gremlin is a thin, small, 2-feet humanoid with very long pointed ears and nose. They usually lives in small villages, which can be build almost everywhere including in hidden places inside of human towns. Gremlins are fond of technology, and nothing excites them more than a new device or invention. They're always the first to try a new thing, even if it's not finished or securized. Themselves are always more or less trying to invent new things, but they lack generally the concentration and serious to achieve it. Moreover, being creatures of chaos, they got a Murphy's aura, so they generates a "If anything can go wrong in a

given situation, it probably will". Gremlins are more or less able to control this aura in order to defend themselves (a save against spell is needed to avoid it) when needed. The Murphy's aura seems to never affect them, though it makes them somewhat dangerous and mischievous neighbors.

Haunted place

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 0
 Armor Class: special
 Hit Dice: Special
 Attacks: Nil
 Damage: Nil
 Save: special
 Morale: 12
 Hoard Class: Nil

Haunted place appears where has been committed a murder or an awful death. It is more like a chilly feeling, sometime almost subliminal images from what happened, than a creature. So it can't be hurt by any means. Anyone who fails a save against paralysis will flee and never come again.

Hypnotic Snake

No. Enc.: 1
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 4
 Hit Dice: 8* (36 hp)
 Attacks: 1 bite or 1 gaze; 1 barded tail
 Damage: 1d8 or sleep; 1d10
 Save: MU8
 Morale: 9
 Hoard Class: XIX

Hypnotic snake, sometimes called an Oxymare, is a gigantic 80 feet long snake with large, black scales with shiny reflect, a spiky barded tail and wide red eyes. Its most dangerous weapon is its hypnotic gaze. A save against death ray must be made every round to avoid fall asleep. Attacking the Hypnotic Snake without watching his gaze is possible, with a -4 penalty to all Hit roll, and the Snake gets a +2 to his own Hit roll. The Snake is not immune to his own Gaze attack, so it can be trapped with a mirror.

Jellyfish

	<i>Giant</i>	<i>Gigantic</i>
No. Enc.:	0 (1-10)	0 (1-4)
Alignment:	Neutral	Neutral
Movement:	15' (5')	30' (10')
Armor Class:	9	6
Hit Dice:	1 (18 hp)	9 (41 hp)
Attacks:	tentacles	tentacles
Damage:	1d10 + paralyzis	1d10 + paralyzis
Save:	F2	F5
Morale:	8	9
Hoard Class:	Nil	Nil

Giant: This creature is 10-feet large, but its tentacles may go up to 50-feet. A save is needed to avoid being paralyzed for 1d10 rounds.

Gigantic: This bigger version even is 20-feet large and tentacles go up to 100-feet.

Krystal

No. Enc.: 1d6 (1d6x100)
 Alignment: Lawful
 Movement: 30' (10')
 Armor Class: 2
 Hit Dice: 9 (41)
 Attacks: 3 spikes
 Damage: 1d12 / 1d12 / 1d12
 Save: D9
 Morale: 9
 Hoard Class: XI

Krystals are crystalline creatures, looking like a group of translucent multicolor crystals. At first look, they just look to be stones, but are sentient and intelligent people, with keen vibration senses which make them able to "see" invisible and detect magic at will. They live in large colonies, growing and growing year after year, century after century. Peaceful and quiet creatures, they live very long and slowly, so they may take interests into other creatures but with some distance and coldness. In fact, they could be very warm friends, but few creatures have a lifespan long enough to gain the friendship of a Crystal. They communicate only by telepathy, and are able to speak any creatures by this way. They also use telekinesis at will to move object and to move. Each single individual is able to move up to 25lb, but a group may unite its efforts to move bigger objects or creatures.

Kurma (Turtle-folk)

No. Enc.: 1d6 (30-300)
 Alignment: Lawful
 Movement: 60' (20'), swimming 120 (30')
 Armor Class: 3
 Hit Dice: 1 (5 hp)
 Attacks: 1 beak or by weapon
 Damage: 1d4
 Save: F1
 Morale: 8
 Hoard Class: VIII

Kurmas are small and stocky turtle-headed humanoids, with a scaly shell on the back. They usually live in tribal villages, on a lake or sea shore as they're very good swimmers. If labyrinth Lords allows so, they may be taken a PC race.

Legendary Horse

No. Enc.: 0 (1-3)
 Alignment: Neutral
 Movement: 270' (90')
 Armor Class: 2
 Hit Dice: 7 (32 hp)
 Attacks: 2 hooves or 1 weapon
 Damage: 1d6 / 1d6 or by weapon
 Save: F7
 Morale: 10
 Hoard Class: Nil

Legendary Horses are Neutral shape-changers dedicated to help horses and their kin. They are able to change to any horse shape, including centaur, silenius and unicorn. In each shape, they share the same characteristics, but are able to use weapons only in centaur and silenius form. Any horse in a 1 mile radius will also answer its call and obey to all its demands and orders. They are able to speak with horses, as well as to speak usual tongues in the plains and forests.

Lion Snake

No. Enc.: 1d4
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 8
 Hit Dice: 3 (14 hp)
 Attacks: 1 + Hypnotic gaze
 Damage: 1d6
 Save:
 Morale: 8
 Hoard Class: XII

A Lion Snake has a very long snake white body, sometimes more than 30 feet, and a furry head with wide golden eyes. When they just eaten, blood of their victims is visible through their translucent veins. Though they act as any animal, Lion Snakes are long-lived spirits and often used as guardians for sacred places or treasures, and generally still keeps them ages after the death of their master.

Bite is their main weapon, but they always begin by attacking opponents with their hypnotic gaze. A Save against spell enables to escape the gaze. Any character victims of this special power is unable to do anything, but the Lion Snake never eat its prey just after hunting them, as he like to play with them for a few hours before.

Lion Snakes do not favor any climate, but they like quiet places with just enough people to feed them from time to time, between long periods of sleep.

Living Juggernaut

	<i>Wood</i>	<i>Stone</i>
No. Enc.:	0 (1d6)	0 (1d6)
Alignment:	Lawful	Lawful
Movement:	120' (40')	90' (30')
Armor Class:	6	0
Hit Dice:	25* (113 hp)	30* (135 hp)
Attacks:	1 Crush	1 Crush
Damage:	8-80	10-100
Save:	F25	F30
Morale:	12	12
Hoard Class:	Nil	Nil

A Living Juggernaut is a magical-build war machine, able to ride by itself on powerful wheels, or sometimes flying a few feet from the ground. A typical creature will be 20-feet large, 30-feet long and 10-feet high, and looks as a tower. It's an intelligent and tactical creature, able to adapt itself to any battlefield situation. A Juggernaut is large enough to attack several target at the same time. Each target is allowed a DEX ability check to avoid it. If target fail, the Juggernaut must still make a normal Hit roll. It is very unclear which race created them first.

Living Machines

No. Enc.: 1 (1)
 Alignment: Lawful
 Movement: 90' (30')
 Armor Class: -4
 Hit Dice: 16 (72 hp)
 Attacks: 2 + breath
 Damage: 6d10 / 6d10 + paralysis
 Save: F16
 Morale: 12
 Hoard Class: Nil

Living machines are big 15-feet mechanics, enhanced by a powerful and long-time forgotten magic. They can looks very different one from another, but share some insectoid aspects, like multi-facetted eyes, or are six-legged. They fight with their heavy metal razor-sharp limbs, and every ten round launch a 20' diameter cloud of poisonous steam. Every people caught in the gas must save or be paralyzed for 1d6 turns. All spells always do their minimum possible damages against Living Machines, and non-damaging spells don't even work. They are not every intelligent, but enough to obey to their master, when one is able to find the good way to control it.

Ancient Mekanés are suspected to be the real creators of Living Machines. Some of these creatures still exist in remote labyrinths.

Liquid Horror

No. Enc.: 1-2
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 5
 Hit Dice: 3 (14 hp)
 Attacks: 1 tentacle
 Damage: Drowning
 Save: F3
 Morale: 12
 Hoard Class: Nil

Almost transparent, a Liquid Horror body is mainly made of the same water they live in. Without clear form, it may pass for a pool or gigantic protozoa when in stagnant water. Liquid Horror dislikes running water, although this is their main way of travel. They're never found in salt water.

The Liquid Horror tentacle attacks with watery, semi-translucent pseudopodia, which search to entangle opponents and drown them into the liquid corpse of the creature. A death save avoid being entangled. An entangled creature begins drowning next round, and will die in 1d4 rounds, plus CON modifier.

Liquid Horrors suffer 1 hp of damage from sharp or pointed weapons. After losing all hit points, Liquid Horrors reform in 1d6 turns. Any spell affecting water, or based on fire, may destroy them – including *Purify food and water*. Cold spells only slow them, doing an attack every two round. Bigger Liquid Horrors, up to 24 Hit Dices, have been noticed

Lizard, Giant tame

No. Enc.: 1-3 (2-5)
 Alignment: Neutral
 Movement: 120' (40'), 60' (20') climbing
 Armor Class: 6
 Hit Dice: 2+1 (10 hp)
 Attacks: 1 bite
 Damage: 1d6
 Save: F3
 Morale: 7
 Hoard Class: Nil

This giant lizard is big as a horse, with long locus-like legs and small antlers on the head. A very sociable creature, it may be tamed when captured as an egg and carefully raised. It's often use as a mount by lizard-folks and sometimes deserts creatures, including elfin nomads. Its sticky feet helps it climb up to 60° slopes.

Loch Monster

No. Enc.: 1
 Alignment: S
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 14 (63 hp)
 Attacks: 1 ram
 Damage: 3d6
 Save: F7
 Morale: 7
 Hoard Class: Nil

The Loch Monster is distant related to dinosaurs, living in wilderness foggy lakes. The neck is very long, the head small, and the body humpy. Four arms are widely palmed, so the creature is unable to move outside of water. It breathes air, but is able to swim for hours before to come back to surface while fishing.

A shy creature, it's known to attack boats, thinking this is rival beasts on its territory. Any strong light, like a fire or light-based spell, fear the Loch monster, which dives and don't come back for a while.

Magic spheres

No. Enc.: 3d6
 Alignment: Any
 Movement: 90' (30')
 Armor Class: 9
 Hit Dice: ½ (3 hp)
 Attacks: 1
 Damage: 1-4 + suffocate + magic drain
 Save: MU1
 Morale: 9
 Hoard Class: Nil

Magic Spheres are unintelligent, colorful, two-foot radius floating balls, generally living in clusters. They're attracted by magic-user, and will always attack them first, as they feed magical energy. Some suspects they originally resulted from dead spell-casters spells which turn wild.

Each time a Magic sphere hit a magic-user, it drain one spell randomly (no save). Also, any opponent must roll a Magical save or be absorbed. He will suffocate in 1d4 rounds, plus his CON modifier. The sphere is unable to fight until the victim is dead, then it release it.

When a Magic sphere loose all hit points, it explodes like a bubble of soap, letting a smelly and oily liquid on the floor. Unless this liquid dry, it will form two new Magic Spheres 36 turns later.

Manta-ray

	<i>Normal</i>	<i>Giant</i>
No. Enc.:	0 (1)	0 (1)
Alignment:	Neutral	
Movement:	120' (40')	180' (60')
Armor Class:	6	6
Hit Dice:	4 (18 hp)	10 (45 hp)
Attacks:	1 tail	1 buffer / 1 tail
Damage:	1d8 + paralysis	3d4 / 2d10 + paralysis
Save:	F2	F5
Morale:	7	7
Hoard Class:	Nil	Nil

The normal Manta Ray is a 12' large flat fish, with a poisonous tail (save or be paralyzed for 1d10 turns). The Giant version is up to 75', and is able to overthrow a small boat. Both of them are very discrete and able to surprise on 1-4 on a d6 when hidden in the sand.

Megatherium

No. Enc.: 0 (1d6)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 11 (50 hp)
 Attacks: 2 claws
 Damage: 2d6 / 2d6
 Save: F6
 Morale: 7
 Hoard Class: Nil

This gigantic, long furry mammal is generally a quiet vegetarian animal, able to stand up on two feet to eat the upper leaves of a tree. Some tribes hunt them for flesh. When feared or enraged, they can become dangerous opponents.

Mist of Lost Souls

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 0
 Hit Dice: 10 (45 hp)
 Attacks: 2 claws
 Damage: 1d6+2 / 1d6+2
 Save: MU10
 Morale: 10
 Hoard Class: Nil

The Mist of Lost Souls is an undead creature. Its first apparition is just a dark grey mist, sometimes uneasy to notice in shadows of night. A careful watch may let appear fugitive visions of dead people, whispering the name of a chosen victim. This victim must roll a save against spells, or be trapped inside the mist. Surrounding creatures may notice the victim is entranced, alive but looking like being in a dream – or a nightmare.

After a long walk into a misty maze (12 rounds in reality, but seems hours), the victim will find itself attacked by bony claws, when a creature looking like a semi-translucent corpse attacks. If the creature dies, the victim seems to awake after cries and unreasonable moves, and if the Mist win the fight, the victim dies from a heart attack. All other can't participate to the fight, but some spells like Dispel Evil or a Turn undead may force the creature to flee and leave its victim awake. In order to raise a victim from the dead, the creature must first be defeated.

Morpher

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 7
 Hit Dice: 8 (36 hp)
 Attacks: 1 blow or 1 breath
 Damage: 2d8
 Save: F8
 Morale: 9
 Hoard Class: Nil

The Morpher is a giant goblin-like construct, like a golem, made of dark stone. Nobody knows exactly who created these creatures, animated by a powerful magic which protects them from all spells from level 1 to 3, as well from poison, gas, cold and fire, charms and ESP. Their most powerful attack is not their blows, but their breath which have, on victim who failed a save against breath weapon, the same effect as a *Reincarnation* spell. Each creature is able to breathe three times a day. The effect is permanent, but drinking the liquid fond inside a Morpher stone brain reverses it. A dose of liquid must be drink quickly after creature skull has been opened, or will spoil very soon, and there is enough liquid for one people only.

Mujina

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 9
 Hit Dice: 1+1 (6 hp)
 Attacks: 2 weapons
 Damage: By weapon
 Save: D1
 Morale: 9
 Hoard Class: Nil

Mujinas are mischievous, but good-hearted faceless shape-changers. In their true form, they're stocky-build man-sized humanoids, with a white thin-furry body and a white, smooth face, like an egg, only bordered by longer hair around their face, somewhat like a raccoon. But they are rarely seen on this appearance by other means than magic.

They're able to change into any kind of human-size humanoid creature, with a pretty good control over their shape. They can't change into a precise individual, but rather choose a set of generic traits like hair and eyes colors, size and weighs, and so on. Mujinas are always ambidextrous and able to fight with two one-handed weapons without any penalty.

As most shape-changers, Mujinas are wanderers and often go with group of others travelers, like pilgrim, merchants or even adventurers. They're far too lazy to work, even if they generally knows a lot of useful crafts, and prefer to use their shape-changing capacities in order to steal their fellows traveler and vanishes. If Labyrinth Lord allows so, Mujinas could fit as a PC race.

Nekbet (Vulture folk)

No. Enc.: 1-5 (5-30)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 9
 Hit Dice: 1
 Attacks: 1 bite or 1 claw
 Damage: 1d6
 Save: MU1
 Morale: 9
 Hoard Class: VIII

Nekbets are vulture-headed, man-sized, humanoids. Their beak is very large, and their hand-like claws sharp and prehensile. They're short-legged, bald, and covered of dark feathers. Even if they're unable to fly, they could use their wings to glide, if they didn't disliked any physical actions. High-learned scavengers, they study with a devout attraction the ways of the necromancy, which make them rather unpopular among other races. Tough cynical and

pessimists, they're not really evil, just fascinated by death and Witchcraft. Some high-powered necromancers are Nekbets.

Nekbets can use their claws to hand objects, but rather to turn book pages than heavy weapons. They're unable to use weapons larger than daggers, and their empty bones don't allow them to wear armors. If the Labyrinth Lord allows it, they may be used as a PC race.

Needle Bush

No. Enc.: 1d100
 Alignment: Neutral
 Movement: 0
 Armor Class: 9
 Hit Dice: 1 (5hp)
 Attacks: 1 (10-40 needles per round)
 Damage: 1 point per 10 needles
 Save: Normal Man
 Morale: 12
 Hoard Class: Nil

Needle bushes are Underwood thorny bushes. Several species does exist according to climate and soil, but they seem to be parented. All of them share the habit to launches tens of small, piercing needles when big living creatures pass too close from them. This defensive attitude is not, like many cannibal plants, to feed, but just to protect their frail flowers.

Needles range is only 5 feet. Needles are infected by an irritating poison. Victims who fail a save suffer from a -2 penalty on all rolls until cured. Removing needles imply to remove all armor and clothes for 1 full turn.

Planting a Needle bush is an easy way to protect a treasure or place, as it grows quickly and easily, as long as it's not too much exposed to direct sun. In some countries, peasants use them as wards.

Neskakari (Chameleon Folk)

No. Enc.: 2d4 (5-20 adults)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 9
 Hit Dice: 1*
 Attacks: 1 weapon
 Damage: By weapon
 Save: H1
 Morale: 7
 Hoard Class: IV

Chameleon-folk are medium-sized, stocky humanoids, with a green-scaled skin, large round eyes and a long, sticky tongue. They usually live in small tribes in remote jungles, in tree-platforms villages, though there are evidences they had high-civilized cities long-time ago. Sociable and pacific creatures, they adapt quickly to city life and are good merchants. They hatch 1d4 eggs each year, but cubs are very frail creatures during their first years. Nobody else can differentiate a male or female chameleon-folk.

Chameleon-folks are able change color skin according to surrounding environment, when there is a dominant taint. This process needs 3 full rounds to fulfill. A careful spot enables a WIS ability check to discover a hiding Chameleon-folk. Their 360°-eyes enables them to never be look all around, so they cannot surprised by a rear opponent.

Cold-blooded creatures, Chameleon-folks are very sensible to temperatures changes. Cold climate or cold-based spells get them to fall asleep. They never live outside tropical zones, and seldom travel there during summer. Chameleon-folk is available as a PC race, if Labyrinth Lord agrees.

Ngari (Cat-folk)

No. Enc.: 0 (3-30, with sabre-tooth tigers)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 1 (5hp)
 Attacks: 1 weapon
 Damage: By weapon
 Save: T1
 Morale: 9
 Hoard Class: II

Ngaris are small and thin cat-headed humanoids, with a furry body. They live as nomadic bands, mounted on their faithful sabre-tooths tigers. Hunters, they're known to loot and plunder other races villages when led by a strong leader. Although they could use any weapons, they favor javelins as missile weapons, and their iron claws (damage 1d6), especially designed to fit their natural claws (damage 1-3).

Incredible riders, they get their first sabre-tooth tiger cub before they know too walk, and have the same live span. With special saddles of their own, they're able to control these powerful beasts in order to fight while riding, and to stay on their back while running or jumping. Sabre-tooth death is a big shame for her rider, and she's expected to leave the tribe. That's the main reason for Ngaris to travel outside its native wilderness.

Ngaris are suitable as a PC race if the Labyrinth Lord allows so, but it will be a wandering one, leaving his tribe after his sabre-tooth death.

Nightbat

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 240' (40')
 Armor Class: -8
 Hit Dice: 20 (90 hp)
 Attacks: 1 + special
 Damage: 1d6+6 + special
 Save: C20
 Morale: 12
 Hoard Class: XVII

The Nightbat looks like a gigantic bat, flying so quickly that it surprise on 1-5 on a d6. Generally, they're surrounded by an unbelievable bat swarm, as these creatures are immune to its deadly aura. There's a good reason to this; they are former victims to the Nightbat. Any creature hit by a nightbat must roll a save against spells (with -4) penalty to avoids being transformed into a bat in service of the Nighbat.

The even presence of a Nightbat kills other creature of less than one Hit dice in a 120' radius, and spoils any food and drink, including magical potions. All spells against them do only minimum damage, and all other spells just don't work.

It is very intelligent creature, who knows being careful and use *undead chains* and allies to his best, and more over, to use its bats as spies: the Nightbat is always in telepathic contact with them, with no distance limit, and is able to use its ear and sonar senses when needed.

Nightgiant

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: -6
 Hit Dice: 25 (113 hp)
 Attacks: 2 + special
 Damage: 3d10 / 3d10
 Save: C25
 Morale: 12
 Hoard Class: XVII

This 20-foot full black armored giant is a powerful undead. Very quick fighter, it is able to strike to deadly sword swing per round, each one being poisonous (-4 save or die). These powerful blows are 50% (minus 10% per magical plus) to destroy an opponent armor and shield.

It radiates a cursing aura, so each creature within 60' must roll a save against spell or suffer a -4 penalty to all hit rolls and saves.

The even presence of a Nightgiant kills every creature of less than one Hit dice in a 120' radius, and spoils any food and drink, including magical potions. All spells against them do only minimum damage, and all other spells just don't work.

It is a powerful fighter, but also a very intelligent creature, who knows being careful and use undead allies to his best.

Nightmare Oliphant

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 3
 Hit Dice: 9 (41 hp)
 Attacks: 2 pincers, 1 tusk or special
 Damage: 1d10 / 1d10 / 2d6 or special
 Save: F13
 Morale: 11
 Hoard Class: Nil

The Nightmare Oliphant is said to materialize mad wizards nightmares, but nobody really knows what that creature could be – and it's hopefully rare enough to not be a crucial question. Being 10-feet high, it looks like a dark hairy blob with numerous slimy tentacles, elephant trunk and tusks, glowing red eyes and gigantic ears. Veins are large, protuberant, and translucent, so anyone can see its blood. Two large arms ended by crab-like pincers, and two small palmed feet complete the picture. Its slimly touch is acid and poisonous, so each creature hit must save or get 2d6 hit points of damages. But its most fearful attack is its nightmare vision: any intelligent creature viewing it must roll a save against spells or instantaneously fall to madness, being unable to do anything else than crying and protect itself into fetal position.

Nightworm

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: -4
 Hit Dice: 30 (135 hp)
 Attacks: 1 bite and 1 sting
 Damage: 2d10 / 2d4
 Save: C30
 Morale: 12
 Hoard Class: XVII

Nightworm is probably the most powerful undead creature known. It's a giant dark worm, 100' long and 15' wide, radiating an aura of death. A close examination, if possible with such a nightmare, would reveal it's like a mockingly elongated human body, turned to wormlike creature. It feeds from bodies, and each eaten seems to make it grow again. Its worm, sharp-teethed obscene mouth is able to swallow any horse-sized creature on a successful hit. A shallow victim loses 1 level or Hit dice by round, until it dissolve fully to be a part of the creature. Its poisonous tail hit needs a save with a -8 penalty to avoid immediate shrinking; the victim will reduce to one-tenth of its normal size, physical abilities and hit points. It can also hit with its own body, doing no damages but draining 1 level if the victim fail a save vs death.

The even presence of a Nightworm kills every creature of less than one Hit dice in a 120' radius, and spoils any food and drink, including magical potions. All spells against them do only minimum damage, and all other spells just don't work.

Nuckelavee

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 240' (40')
 Armor Class: 4
 Hit Dice: 11 (50 hp)
 Attacks: 1 + special
 Damage: 3d8+ special
 Save: F11
 Morale: 120
 Hoard Class: Nil

The Nuckelavee is commonly thought to be an undead, because of its horrid appearance, but it's a mischievous and evil spirit. Living in swamp and marshes, faraway from any clear water, it got a large one-eyed horse head, two small humanoid arms, two palmed rear legs and a long tail. As it got no skin at all, all muscles, organs, yellow fat and veins are visible.

People who see a Nuckelavee for the first time must roll a save against paralysis or flee away as far as possible. The creature presence itself is chilling, and within 50' radius, a save is needed to void being paralysed for 2d6 rounds. Along with its powerful claws, the creature green eyes is able to launch, every three rounds, a 60' long cone of cold inflicting a amount of damages equal to its current Hit points; an save against breath halves the total.

Odem

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 0 (see below)
 Armor Class: -4
 Hit Dice: 16 (72 hp)
 Attacks: 1 special
 Damage: 1d12 + poison
 Save: F14
 Morale: 11
 Hoard Class: Nil

Odem is strange type of Undead plant, more precisely a dead spirit which travel from tree to tree, or when it find one, to living plants – these one may roll a saving thrown against spells to avoid being possessed. Unless special circumstances, it travels from tree to tree up to 30 miles per day, and activates the plant during the night; when it leaves, the plant is let dead. It glows a dark-red aura, being easy to see in a 500' radius area. This light is hypnotic, and any living creature failing a save against paralysis will go see that strange plant and fall into its trap. Then it will attack with its poisonous vine or branches. On a failed save, the poison will act as a charm spell, so the victim will let itself drink blood (1d12 hit points per round) freely, without any reaction.

Örlog

No. Enc.: 1 (1)
 Alignment: Deth
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 4 (18 hp)
 Attacks: 1 ghostly weapons
 Damage: 1d6 / 1d6
 Save: F4
 Morale: 10
 Hoard Class: XII

This Elfin ghostly creature wrapped into its shroud always wears a long silvery lighted bow. It's able to fire two arrows by round. When attacked in a melee fight, the bow magically split into two curved-blades swords, and the Örlog is able to fight with both in the same round effectively. This weapon vanishes with the Örlog when "killed". All attacks and damages made by this creature against Elfs get a +2 modifier.

Oyster, Giant

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement: 0
 Armor Class: -2 (5 while open)
 Hit Dice: 10 (45 hp)
 Attacks: 1
 Damage: 4-24
 Save: F5
 Morale: None
 Hoard Class: See below

These gigantic, 6 feet diameters oysters live in any cold to warm waters. They can stay open for one turn, and then close again. 1% of Giant Oyster will have a pearl, of 100-600 gp value.

Pegataur

No. Enc.: 0 (2d10)
 Alignment: Neutral
 Movement: 210' (70') flying
 Armor Class: 5
 Hit Dice: 4 (18 hp)
 Attacks: 1 hover / 1 weapon
 Damage: 2d6 / by weapon
 Save: F4
 Morale: 8
 Hoard Class: V

The Pegataur is a mix between a Centaur and a Pegasus, ie. a winged centaur. The wings are attached to the horse shoulders. These creatures are rarely viewed, as they live in very remote places, including clouds, and rarely pay attention to ground affairs.

Petros

No. Enc.: 2d6 (5d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: -2
 Hit Dice: 2 (9 hp)
 Attacks: 1 butt or 1 or by weapon
 Damage: 1d8
 Save: F2
 Morale: 8
 Hoard Class: Nil

The tiny Petros are boulder-folks. When immobile, nothing can differentiate them from any normal rock boulder, but they are like turtles bipeds in a rocky shell, with small arms and legs, and large eyes. They can attack by rolling on opponents or by using weapons. More generally, they just avoid fights by hiding (1-5 on 1d6 in rocky surroundings), and stitching to the ground. Intelligent and curious creatures they live in small semi-nomadic communities in rocky mountains. Petros are religious people and follow their priests with a great faith. They speak their own language, but some of them are generally able to speak foreign languages as well.

Piranha

No. Enc.: 1 swarm (1 swarm)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 7
 Hit Dice: 4 (18 hp)
 Attacks: 1 swarm bite
 Damage: 1d4
 Save: Normal Man
 Morale: 11
 Hoard Class: Nil

Flying Piranha looks like their water cousins, except they got grey bat wings, and a sonar-like sense which help them to live in remote caves, being fully blind. They live and attack as a swarm. A lone creature as go sharp teeth, but only a full swarm is a real danger for adventurers. There are also *winged flying Piranhas* living in deep jungles.

Plesiosaur

No. Enc.: 0 (1-3)
 Alignment: Neutral
 Movement: Swimming 150' (50')
 Armor Class: 3
 Hit Dice: 16 (72 hp)
 Attacks: 1 bite
 Damage: 4-24
 Save: F8
 Morale: 12
 Hoard Class: Nil

This swimming lake-dwelling dinosaur is up to 50-feet long. It has been saw attacking boats, fearing it could be others dinosaurs.

Poltergeist

	<i>Lesser</i>	<i>Greater</i>
No. Enc.:	1	1
Alignment:	Chaotic	Chaotic
Movement:	Special	Special
Armor Class:	Nil	-1
Hit Dice:	Nil	12
Attacks:	Special	Special
Damage:	Special	Special
Save:	Not Applicable	Not Applicable
Morale:	12	11
Hoard Class:	Nil	Nil

Lesser: Lesser Poltergeists are annoying, but not too much dangerous undead. They're fully incorporeal, can't be seen or touch, neither destroyed by any means but exorcism. They stay in one place and never move. They don't speak or communicate, but sometime send chilly nightmares to children.

When angered, Poltergeists are able to use their telekinetic effects to throw small objects (damage: 1-3), but generally prefers to mischievously chill people with scary effects, like writing blood letters on walls or confuse them in order to lost their way in their own house. A save against spells negates any such effect.

Greater: Greater Poltergeists are far much potent creatures of the same type, being able to move by telekinesis heavy objects and thrown them for an amount of 3d6 hit points of damages.

Polymere

No. Enc.: 1
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 9
 Hit Dice: 10 (45 hp)
 Attacks: 3
 Damage: 1d6 / 1d6 / 1d6
 Save: F10
 Morale: 10
 Hoard Class: Nil

Polymere is a strange shape-changer, which cellular structure is able to transform deeply and quickly into almost anything. Nobody knows exactly what's the Polymere true form, if any. It can change into stones, objects, animals or people, as long as they already seen it for a few rounds. The most incredible capacity of the brainless Polymere is to duplicates intelligent creatures, with their

voice, most knowledge, mentality and manners in an almost perfect way. On a careful examination only, a successful wisdom ability check enables to discover the Polymere real nature.

A Polymere could stay in a given shape for a long years, but generally reveal itself by changing for another one, for reasons which escapes to any thinking creature: probably, they feel its structure more interesting. This is generally the first way to know which the real character is when they duplicated a living people, as a PC.

Lacking a true sense of fighting, they are able to use weapons or natural attacks like people they reproduce, but keep their own Hit roll and lack of any weapon mastery. Moreover, they quickly loose shape-control and mute quickly, creating up to three bludgeoning pseudopodia to attack. This is another way to discover an undercover Polymere.

Polymere would be unusual, but quiet creatures if they wouldn't have a strong taste for magical potions and item, which they steal to drink or feed – finding the best shape in order to do so. This generally bothers most adventurers.

Primals

No. Enc.: 1d10 (2d10)
 Alignment: Neutral
 Movement: 240' (80') flying
 Armor Class: 6
 Hit Dice: 1+1 (6 hp)
 Attacks: 1 swoop
 Damage: 1d6
 Save: F2
 Morale: 10
 Hoard Class: Nil

Primals are one-foot tiny flying elementals, looking as air, earth, fire or water-made birds. They live by packs near large sources of their own element, and generally attack as swarm surrounding one victim without any tactic. They can only be attacked by spells, magical weapon. Any attack done by the opposite element double all damage, or do 1d6 if it's doesn't normally do damage (for example, water thrown to a Fire Primal will do 1d6 hit points of damage, and a *Fire Ball* send to Fire Primal will double damage).

Rattle-snake

No. Enc.: 1-6 (1-6)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 7
 Hit Dice: 1 (5 hp)
 Attacks: 1 bite
 Damage: 1 + poison
 Save: F1
 Morale: 7
 Hoard Class: Nil

The poison of the common rattle-snake does 1d4+1 hit points of damages, unless the victim saves against poison.

Realm Wards

No. Enc.: 1d10
 Alignment: Lawful
 Movement: 210' (70')
 Armor Class: 2
 Hit Dice: 7 (34 hp)
 Attacks: 1 strike

Damage: 1d8
 Save: E14
 Morale: 10
 Hoard Class: Nil

Realm Wards are outstanding, incorporeal, humanoid spirits, looking like tall, green, translucent elves. Their true nature is unknown, but they seem to be very long-lived, immunes to changes and closely linked to some humanoid realms, which they help by dreams, omens and appearances to some chosen people. They can vanish at will, so they rarely enter into a fight – even then, if defeated in combat, they just vanish and come back later. They're always very silent and mysterious, but can speak to any creatures at will by telepathy. They know any creatures sphere automatically.

Revenant Lord

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: -3
 Hit Dice: 18 (81 hp)
 Attacks: 2 claws / 1 bite
 Damage: 2d4 / 2d4 / 2d4
 Save: F18
 Morale: 11
 Hoard Class: XIV

The Revenant Lord looks like an impressive and mighty zombie, but is far more powerful, quick and intelligent. Any creature seeing it must save against paralysis or flee as far as possible. It can raise dead at will each dead corpse as a zombie or skeleton, in a 500' radius, creating undead armies, and by a careful use of an undead chain, transform them into effective fighters.

The Revenant Lord is immune to any spell from level 1 to 3 and to weapons lesser than +2. Its deathly aura is poisonous at 30', doing 1d6 hit points of damage per round to creature failing a save against death.

Rock folk

No. Enc.: 1d6 (5d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 2
 Hit Dice: 3(15 hp)
 Attacks: 1 weapon
 Damage: 1d6+1
 Save: F3
 Morale: 7
 Hoard Class:

Mountains and cliffs are the natural habitat of the shy and discreet Rock folk. At first look, they appear as tall, thin rocks, like stalagmites. But they are short-legged humanoids with long arms and conic heads and a stone-like hard body. Rock folk lives in small tribes, both in caves and outdoor. Few people know they hatch eggs, giving birth to small, still soft rock cubs which harden within their first year. They speak a slow, long, difficult and cavernous tongue, very difficult to learn. Rock folk are peaceful people, but how to defend themselves against hunters. When a Rock folk dies, he shatters in hundreds of pieces, among which its ruby hearth in a rocky crust. Some treasures hunters know this fact, and kills them to sell the hearth for 100-400 gold pieces each.

Rock folk are slow and heavy. They always lose initiative at first round, and get a -2 modifier every next one. In rocky environment, they're can stay immobile and hide in a very effective way. They can stay unnoticed on 1d4 on d6. A careful spot allow a WIS ability check to avoid being surprised.

Rumors of inverted, stalactite-like Rock folk living in the underworld have never been seriously proved.

Samedi

No. Enc.: 1d6 (1d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 5 (23 hp)
Attacks: 2 claws / 1 bite
Damage: 1d4 / 1d4 / 1d4
Save: C5
Morale: 11
Hoard Class: XII

The Samedi is an undead creature looking as a well-dressed animated corpse, and could pass for a ghoul. Its cry is awful and scary. Each person hearing one or more crying in a 100' radius must save against spells or be drained one level. If it saves, the effect will no longer apply for the full night. If not, a new save will be made each round until the cry last, so during 1d6 rounds. Someone losing all level will not die, but will fall into coma until sunshine. This drain is, unlike a wight one, not permanent: one level will be regained every sunshine after this night. Samedi never appear under sun, and are fully inactive, sleeping in their burial.

Sasquatch

No. Enc.: 0 (1d10)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 5 (23 hp)
Attacks: 1 blow or one boulder
Damage: 2d4 or 2d8
Save: F6
Morale: 6
Hoard Class:

These big apemen are very shy and seldom viewed by humans and their likes. They live in deep forest or high mountains, being able to survive in very cold milieus. Their fur is from red to black, and their members very long – up to knees. They're more intelligent than apes, and able to use tools – but not to build them. Some brighter and curious ones may try to approach men villages. They're generally peaceful, but when endangered or wounded, they may be very dangerous opponents.

Scarlet Moss

No. Enc.: 1d8
Alignment: Neutral
Movement: 9' (3')
Armor Class: 9
Hit Dice: 1 (5 hp)
Attacks: 1
Damage: Special
Save: F1
Morale: 12
Hoard Class: VI

This colored plant rise in large mossy plates, on rocks, dungeon walls or even on old trees. Scarlet Moss spores have a sweet smell, which send people into a strong sleep (save against poison, with a -3 modifier). It slowly covers asleep victims, which suffocate them into a number of rounds equal to CON ability, and then digest them fully in less than one hour.

Sea Horse, giant

No. Enc.: 0 (1-20)
Alignment: Neutral
Movement: 210' (70'), 180' (60') mounted
Armor Class: 7
Hit Dice: 3 (18 hp)
Attacks: 1 head butt
Damage: 1d8
Save: F2
Morale: 5 (8 mounted)
Hoard Class: Nil

This shy creature looks like its tiny cousin, but is big enough (15') to serve as a mount to undersea dwellers.

Scorpion-folk

No. Enc.: 1d8 (5d10)
Alignment: Chaotic
Movement: 240' (80')
Armor Class: 5
Hit Dice: 2 to 12 (9 to 54 hp)
Attacks: 1 weapon and 1 sting
Damage: By weapon / 1d10 + poison
Save: F1 to F6
Morale: 10
Hoard Class: VI

The Scorpion-folk has the lower body of a giant scorpion and the upper body of a human male or female. They live in barbarian tribes in warm and wet deserts; from time to time, they unite into hordes and ransom and loot surrounding countries. Intelligent creatures, they're able to learn other languages, but their logical and way of life is so different from other humanoids that misunderstandings are very common. In fight, they're trained to use both their poisonous sting (save or get 3d6 hit point of damage from poison) and a weapon. They continue to grow all their life, so very tall (3-feet) creatures may exist, with higher hit dices. They're supposed to have hidden cities and be ruled by queens.

Shaper

No. Enc.: 1d6 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: By shape
Hit Dice: 8 (36 hp)
Attacks: By shape
Damage: By shape
Save: F8
Morale: 10
Hoard Class: Nil

Shapers are a race of powerful shapechangers. They have no own true shape, being unicellular blobs, but are able to reproduce any man-sized people, creature or object they touch once. They also adapt very quickly to attacks, so when hit by any kind of attack (iron weapon, fire, electricity and

so on), they suffer from only half damage the second time, and not at all the third. One turn after the fight, they will forget this adaptation, but regenerates one-fourth of their full damage per turn. According to their current shape, they can be able to swim, fly, and so on, and fight with weapon or natural attacks. Their armor class changes also the shape. They generally favor a few shapes they like for each use: one may change into a wolf, another to a human fighter and so on. Change shape take them one full round, so they will seldom do it during a fight, unless having major reasons to do it, like escape by flight.

Very intelligent creatures, Shapers seem to have their own secrete goals and have a strong network between them. They seem to be able to speak by telepathy, whatever the distance, so any shaper in trouble may get help from the nearest one. They seem to be very interested into any new technology and know a lot about it. Some suspects them being able to time travel, but it could only be legends.

Simulacre

A Simulacre looks exactly like a normal man in all respects, but is a magical creation, build from the flesh of its creator. It don't drink, don't eat, don't sleep, don't age. It's intelligent enough to understand orders from its master, but has low self-will to adapt new situations. If the creator dies, is unable to do anything else than turn around and die after a few days. When a Simulacre dies, it vanishes in a blue smoke in a few seconds.

Simulacre, Mesmerizer

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 2 (9 hp)
 Attacks: 1 spell
 Damage: Charm-person
 Save: M2
 Morale: 12
 Hoard Class: Nil

A Mesmerizer Simulacre is able to speak by telepathy with their creator, within a 1 mile distance, and to use charm-person spell at will. If the victim fails a save against spell, it will follow the creator orders. It has no other attack.

Simulacre, Warden

No. Enc.: 2d6 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7 (ou selon l'armure)
 Hit Dice: 3+2 (16 hp)
 Attacks: 1 weapon
 Damage: By Weapon
 Save: G4
 Morale: 12
 Hoard Class: Nil

The Warden is used by its creator both as a servant for daily life and as a guard, able to fight effectively with weapons.

Skeleton, battlefield warbeast

No. Enc.: 1
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 2
 Hit Dice: 5 to 20 (23 to 90 hp)
 Attacks: 1 bite
 Damage: 2d10
 Save: C5 to 20
 Morale: 12
 Hoard Class: Nil

This undead creature rise from a battlefield filled with old bones and skeleton, or from an ossuary. It grows for a number of rounds equal to its hit dice, and takes progressively the shape of a dragon, dinosaur, or another gigantic beast made of bones. It will never leave its battlefield, even if turned by a cleric.

Skeleton, Chimera

No. Enc.: 1
 Alignment: Chaotic
 Movement: 120' (40')
 180' (60') flying
 Armor Class: 4
 Hit Dice: 9 (40 hp)
 Attacks: 3 heads + 1 breath
 Damage: 2d4 / 2d6 / 2d8
 Save: C9
 Morale: 12
 Hoard Class: Nil

This undead creature looks like a living Chimera, but is reduced to its skeleton. It don't breath fire, but a cone of cold 3 time a night, doing 3d6 hi points of damage (save halves).

Skull Lord

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 8 (36 hp)
 Attacks: 2 tentacles
 Damage: 2d4 / 2d4 + drain
 Save: C8
 Morale: 12
 Hoard Class: X

The fearsome Skull Lord appears as a gigantic floating skull, in a misty and deathly fog from where spread dark death tentacles. Those who fail a save against paralysis flee away as far as possible from this nightmare vision. Those fool enough to stay will suffer from its tentacles, which drain one level of energy each time they touch a victim, unless it roll a save against death. Skull Lord is immune to all spells based on death and mind.

Slug, Giant

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 6
 Hit Dice: 3 (14 hp)
 Attacks: 1 bite
 Damage: 1d6
 Save: F2
 Morale: 3
 Hoard Class: Nil

This giant creature can be up to 10-feet long and 4-feet tall. According to species, it can live underwater and on ground. Giant slugs up to 20 Hit dices are known. For each 3 additional hit die, damages cause by the creature adds 1d6.

Snake Lily

No. Enc.: 0 (1)
 Alignment: Chaotic
 Movement: 0'
 Armor Class: 6
 Hit Dice: 9 per stalk (41 hp)
 Attacks: 1 bite per stalk
 Damage: 2d6
 Save: F9
 Morale: 12
 Hoard Class: Nil

The snake lily upper body is rather pretty and romantic, as a large, flowery water lily on a fresh water pond. The lower part, hiding underwater, is a knotty pack or serpentine tentacles, ending into dark roots in the muddy pond ground. Six of the scaly tentacles end by a large, chitinous mouth and a digestive bag. Many others are only small filaments, which can spring far away from the main plant, and feel any vibration on water surface. When a prey is nearby, less than 20 foot radius, it attacks with 1d6 tentacles, and will always try to catch it underwater. When severed, each tentacle will die, but the others continue to fight. Even when the last one is dead, as long the root does exist, the full Lily is able to regenerate in six month.

Spider, Giant Dune

No. Enc.: 1d4
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 2+1 (10 hp)
 Attacks: 1 bite
 Damage: 1d6 + poison
 Save: F1
 Morale: 7
 Hoard Class: Nil

This giant, 4-feet spider with hard chitinous carapace like a crab, is sandy yellow. It lives in desert, sometime beaches, as they're able to dig and hide in sand and wait for a prey. Dune spider poison paralyzes its victim for 1d6 turns. A save protect from this effect. They hide perfectly in sand, so it surprise on 1-5 on 1d6.

Spider, giant Embalmer

No. Enc.: 1-2 (1-3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 5 (23 hp)
 Attacks: 1 bite or 1 web
 Damage: 1d10 + poison
 Save: F5
 Morale: 9
 Hoard Class: VII

The Embalmer spider looks like a huge 5-feet hairy black spider, with a large body. Its jaws are enormous, and dribble a venomous paralyzing poison (save or be paralyzed for 2d4 turns). Their fresh web is poisonous as well, doing the same effect for only 2d4 rounds, with a +2 modifier to saving thrown. When a victim is paralyzed, the Embalmer spider covers it with web and can wait for weeks before to eat them. The embalmed victim is still alive, in a kind of coma, and can turn back to live after 2d4 turns when freed.

The Embalmer is more intelligent than most giant spiders, being able to trap and lure opponents. They often are used as slaves and wards by Arachneas.

Spider, Giant Tame

No. Enc.: 1d4 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 8
 Hit Dice: 2 (9 hp)
 Attacks: 1 bite
 Damage: 1d6
 Save: F1
 Morale: 8
 Hoard Class:

Large as a dog, the Tame Giant Spider is as faithful and friendly, and is commonly used as pet, ward or hunting animal in many jungle societies. They're very hairy, changing taints to fit light and darkness. Its large mandibles are not venomous. Wild one also exists, hunting in packs, but they're easy to train when captured.

Spirit Hound

No. Enc.: 2d6 (2d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: -2
 Hit Dice: 5 (23 hp)
 Attacks: 1 bite
 Damage: 2d6 + special
 Save: MU5
 Morale: 12
 Hoard Class: Nil

Spirit Hounds are blue translucent, almost incorporeal creatures looking like a pack savages dogs. Conjured by powerful wizards or clerics, there are incredible trackers able to follow a creature for days, as they smell its path by reading aura.

Any people bitten by a Spirit Hound must roll a Magic save or begin to fade away, to become translucent as the creature. After 24 hours of fading, it becomes truly an incorporeal spirit, seeing everything as faded around him except Spirit Hounds, and unable to catch any object or do any physical actions. Some spells like Dimension door or

Teleportation may let a victim of fading to come back from its spirit world.

They always attack as a group, and as many Spirit Hounds as possible will attack the same one, until he begins to fade.

Statue, Animated (Silver)

No. Enc.: 2d6 (2d6)
 Alignment: Lawful
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 1+1 (5 hp)
 Attacks: 1 punch
 Damage: 2d4
 Save: F2
 Morale: 12
 Hoard Class: Nil

The silver animated statue could look as any Halfling-sized creature, generally with insectoid traits. Sharp weapons do only half damages to them. With time and appropriate material, their metal skin can be meld and sold for a value of 50 gp.

As most animated creatures, the first ones were created by the ancient Mekanés. But the wide variety of Silver animated statues suggests the knowledge to create them was shared by later age's creatures.

Statue, Animated (Clay)

No. Enc.: 1d3 (1d3)
 Alignment: Lawful
 Movement: 60' (20')
 Armor Class: 4
 Hit Dice: 3 (15 hp)
 Attacks: 2 punch
 Damage: 2d4 / 2d4
 Save: F3
 Morale: 12
 Hoard Class: Nil

This creature looks generally as a rude cob creature, created by dry mud and straw. It is able to merge into clay and cob walls, so it surprises on 1-5 on a d6. Most scholars think they were not created by the old time Mekanés, but by later age's wizards copying roughly the ancient secrets. They're mainly common where dry clay is used for building.

Statue, Animated (Jade)

No. Enc.: 1d6 (1d6)
 Alignment: Lawful
 Movement: 60' (20')
 Armor Class: 4
 Hit Dice: 3+1 (16 hp)
 Attacks: 2 punches
 Damage: 1d6 / 1d6
 Save: F10
 Morale: 12
 Hoard Class: Nil

The Jade animated statues generally look like small dragons or big cats. They're more resistant to magic than any other, so they got bigger saves. When destroyed, they crumble into useless pieces of stone. As mines of Jade were need to build them during the Mekanés Age or perhaps later.

Statue, Animated (Mantis)

No. Enc.: 1d6 (1d10)
 Alignment: Lawful
 Movement: 60' (20') / 180' (60') flying
 Armor Class: 5
 Hit Dice: 2* (9 hp)
 Attacks: 2 sabre-arms
 Damage: 1d8/1d8
 Save: F4
 Morale: 11
 Hoard Class: Nil

Mantis Animated Statues looks exactly like a man-sized Paring Mantis, with a thin grey-green stone body, multi-faceted eyes crystalline wings supported by metal nervures, and incredibly sharp sabre-arms. They're constructs, not living creatures, and will serves last order they get for centuries if needed.

Some scholars argued that Mantis statues looks exactly like were the ancient Mekanés, but this is only speculations.

Steam bugs

No. Enc.: 4-24 (4-24)
 Alignment: Chaotic
 Movement: 180' (60') flying
 Armor Class: 7
 Hit Dice: 1/2 (2 hp)
 Attacks: 1 burning touch
 Damage: 1d4
 Save: Normal man
 Morale: 12
 Hoard Class: Nil

Steam bugs are insectoid creatures of the size of a beetle. They live only in very hot places, like around geysers and lava pits, as they have the special capacity to "store" warmness and feed from it, like plants feed from light. They're very territorial and aggressive animals, so they may attack anyone entering they're living area. Their touch is as burning as fire, but water or any cold spell turns them ineffective for one hour at least.

Sticky Larva

No. Enc.: 1
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 5
 Hit Dice: 10 (45 hp)
 Attacks: 1 bite
 Damage: 2d6
 Save: G5
 Morale: 9
 Hoard Class: Nil

The Sticky Larva is a gigantic worm-like creature, up to 10-feet long, with a sticky body. It is generally well hidden by leaves or anything else on its body, surprising on 1-4 on 1d6. Any weapon hitting them has 25% chances to stick and be unable to be used. When they attack, the victim must roll a death save or begin be swallowed, enduring automatically 2d6 hit points of damages each round until creature death or being delivered with someone else help.

Sticky Larvae lives in the temperate weathers only, and are more likely to be found in a cave than outside.

Strangler Ivy

No. Enc.: 1
 Alignment: Neutral
 Movement: 0
 Armor Class: 9
 Hit Dice: 1 per 1' square
 Attacks: 1
 Damage: Special
 Save: Normal Man
 Morale: 12
 Hoard Class: Nil

Unless carefully examined, The Strangler Ivy looks like normal ivy, but it is a carnivorous plant, hiding its organs and one-thousand small mouths under leaves. It is able to entangle a victim and strangle him to death. On a failed save against paralysis, the victim will suffer 2d6 hit points of damage by round. This living plant may be found almost anywhere but in very cold climates and high mountains.

Sudden Death

No. Enc.: 1(0)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 0
 Hit Dice: 11 (50 hp)
 Attacks: 1 dagger
 Damage: 2d6
 Save: C11
 Morale: 9
 Hoard Class: Nil

The Sudden Death is a semi-incorporeal undead creature. It appears like a rotten corpse buried in a shroud, armed with a rusty dagger. Able to travel through shadows and pass walls, it always surprise its adversaries, emerging from a wall or door with a horrid cry. When doing so, its victim must save against death or die immediately from a heart attack. Unless obligated to do else, it will merge again with the wall and wait the better time to kill another one. Sudden Death is closely linked to its own death place, generally from immense fear, murder or treachery, and may not move more than 100 yards from it.

Sun Ring

No. Enc.: 1d4 (5d10)
 Alignment: Chaotic
 Movement: 240' (80') flying
 Armor Class: 1
 Hit Dice: 9 (41 hp)
 Attacks: 1 flame
 Damage: 2d8
 Save: F9
 Morale: 9
 Hoard Class: Nil

Sun Rings are fire creatures, just being flying 20' rings of fire. They generally live near great fire place like volcanoes and lakes of lava. Intelligent and peaceful, they're rather curious about the flameless creatures, and will engage discussions about their life and its meaning. They don't like to fight, but can do so to protect themselves. They're able to control normal fire, detect evil and invisible at will, and to use once per days the following spells: *Wall of fire*, *Flame strike*, *Fireball*. They can also enable protection from fire, in order to help someone.

Swimrock

No. Enc.: 1
 Alignment: Neutral
 Movement: 9' (3'), Flying 90' (30'), Swimming (120', 40')
 Armor Class: 9
 Hit Dice: 2 (9 hp)
 Attacks: Touch
 Damage: Paralysis
 Save: F1
 Morale: 8
 Hoard Class: Nil

Probably linked to the Liquid Horror, Swimming Rock is a large, soft, wet and muddy rock. It got helium bladders, and his able to extract this gas from air in order to swim or even fly with the wind. Swimrocks seems to have some control over their move when water current or wind is slow.

The viscous layer on the Swimrock body has got paralyzing properties. A save with a +2 modifier enables to escape paralysis. When a victim is paralyzed, the creature begins to shallow it with the hidden mouth under its body. The full shallow take 1d6 rounds. Then, digestive juice will destroy the full creature in a few rounds, doing 1d10 hit points of damages each round.

Squad

No. Enc.: 1d10x10
 Alignment: Lawful
 Movement: 360' (120') flying
 Armor Class: 2
 Hit Dice: 5 (23 hp)
 Attacks: 2 swords arms
 Damage: 1d8+1 / 1d8+1
 Save: F10
 Morale: 10
 Hoard Class: Nil

The Sword Squad always act in highly coordinated group, as these scaly grey creatures, looking like living gargoyles with powerful wings and mantis-like sword arms, are fully telepaths. They can communicate any useful information, which enable them to never be surprised, always gain initiative and get a +4 to hit roll. Reduced to less than 10, they lose the benefit of such capacities. They're also highly resistant, which explain their high saving thrown.

Tegu (Lizard-folk)

No. Enc.: 1
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 7
 Hit Dice: 1 (5 hp)
 Attacks: 1 bite or 1 weapon
 Damage: 1d4 or by weapon
 Save: F1
 Morale: 8
 Hoard Class: XII

Tegus are small and stocky 2-feet tall lizard-headed humanoids, living in warm climates. They build villages and even small cities with clay bricks, cob and reed next to swamps and marshes. They're good fishermen, and craftsmen. Their society is very ritualized and religious, so they obey their shamans very strictly and fear the gods. They speak their own tongue, but are generally in contact with other humanoids for trade, so they may speak several

others. If Labyrinth Lord allows so, they may be used as PC race.

Tentacles Chaos

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 10 (45 hp)
Hit Dice: 4+1 (19 hp)
Attacks: 4 tentacles + acid touch
Damage: 1d4 + 2d6
Save: F10
Morale: 10
Hoard Class: XIX

This nightmare creature looks as a large pack of 40-foot long tentacles, with a very small body where grows ten eyelidless eyes. It's awful outlook and vomiting odor involve a save against poison to avoid fear effect, which make the character unable to do anything until it has been hit by the creature.

It's intelligent, tough in another way than other creatures, and a sneaky hunter, able to climb any rock with its slimy and muscular tentacles. Each of them is covered by a sticky acid slime, doing 2d6 hit points of damages each round. On a failed death save, the victim is entangled and slowly dissolves in order to feed the creature. Only a STR ability check, with a cumulative modifier of 1 each round, is able to free the character.

This creature lives in wet and dark places like jungle ruins or town sewers. In some places, people feed them to avoid being feed by.

Thug Trees

No. Enc.: 0 (2d6)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 6 (27 hp)
Attacks: 4 bites
Damage: 3d6 each
Save: F6
Morale: 12
Hoard Class: Nil

Fearsome Thug Trees can look as any common tree species, generally as a very large one. Some of their limbs are actually mouth-ended tentacles, with hundreds of thin carnivorous teeth. Some species have rather a big mouth on their body, looking like some woodpecker hole, and use their limbs in order to grasp victims to this mouth. Prudent and sneaky creatures they wait carefully, unnoticed, alone victim, rather to attack a full group, and will never sneak someone holding a torch.

Titanothere

No. Enc.: 10 (1d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 12 (54 hp)
Attacks: 1 butt or trample
Damage: 2d6 or 3d8
Save: F6
Morale: 7
Hoard Class:

Titanothere is a distant relative to rhinoceros, larger and with a wider horn.

Trachodon

No. Enc.: 0 (1d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 14
Attacks: 1 Tail
Damage: 2d6
Save As: F7
Morale: 6
Hoard Class: Nil

A trachodon is 18 feet tall duck-billed dinosaur. Tough vegetarian, it may turn dangerous if feared or enraged. It has been seen used as a powerful war mount by some armies, although dinosaurs are stubborn creature, difficult and long difficult to train.

Turtle, Giant

No. Enc.: 0 (1)
Alignment: Neutral
Movement: 30' (10'), 90' (30') swimming
Armor Class: 0
Hit Dice: 20 (90 hp)
Attacks: 1 bite + special
Damage: 6d6
Save: F10
Morale: 10
Hoard Class: Nil

This gigantic 20-foot turtle, sometimes many more, is able to swallow a man-sized creature, on a Hit roll better than 5 than it needs to hit. A swallowed creature automatically takes 3d6 hit point of damage, being chewed by the creature. During that chewing time, the Turtle won't attack any other with its bite, but may still use its hard shell as a ram, and do 3d6 hit point of damage like this.

Ubunk

No. Enc.: 3-30
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 3 (15 hp)
Attacks: 3 weapons
Damage: 1d6/1d4/1d6
Save: F3
Morale: 3
Hoard Class: VI

Ubunks are tall three-headed creatures, with three arms and three legs. They coordinate perfectly their moves, unless two heads disagrees on what to do. Such discussion is very common among Ubunks society. Heads are general human-like, with exaggerates traits, but any other humanoids and even animals heads has been seen, in the same community. Ubunks don't mind with these questions, as Chaotic creatures with quick mutation rates. If a Ubunk has two male heads and one female, she's a male, and two female-head and a male one, he's a female. Note that Ubunks females also are also three-breasted, and they're mammals.

Ubunk society is loosely organized, customs, religion and political systems changes often, as they spend most of their time to discuss philosophical questions with a high sense of

non-sense and paradox. This explains they never attempt to build a true civilization, and stayed stone-age creatures. As they change quickly from a philosophy to another, the same tribe could transform from pacifists vegetarians to warlike cannibals in but a few weeks.

Generally, Unbunks use raw weapons like flint-spiked maces and clubs. Their central arm is weaker, so it causes less damage, but they're able to uses three weapons separately without any problem. Every time they're wound in a fight, there are 15% chance that heads disagrees about the way to fight and start a discussion every time about the way to be more effective, and begin an argument in their strange tongue, ceasing to fight for 1d6 rounds. Some groups of Ubunks travel to other land to discover new philosophical ideas to discuss.

Ulupoka

No. Enc.: 1-3 (1-3)
 Alignment: Chaotic
 Movement: 30' (10'), swimming 150' (50')
 Armor Class: 3
 Hit Dice: 8+4 (40 hp)
 Attacks: 1 bite / 1 tail or charm
 Damage: 1d4 / 3d6
 Save: MU9
 Morale: 9
 Hoard Class: XIX

Ulupokas are a very old amphibian-like race. Their full body is 10 feet long, consisting of three dark-green heavy, viscous tails united in a short scaly torso with branchias and a disproportional head. Brain is visible, and mouth looks like a tentacled sphincter. From the torso emerge three ridiculously small arms with webbed hands. Slow on ground, Ulupokas are good swimmers.

Some Ulupokas are Chaotic Priests of various levels, and all of them are able to use a charm spell-like ability at will. They use it to influence humanoids and get protected and feed, as they dislike mundane activities like hunting or fishing. Active only a few hours per day, they prefer to use them to study ancient scriptures and spells. As they cannot live long away from fresh warm water, salt or not, they often charm or trade with adventurers to get old books and writings from other countries and ages.

Undead King

No. Enc.: 1
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 1
 Hit Dice: 10 (45 hp)
 Attacks: 1 rusty blade
 Damage: 3-10 + poison
 Save: C10
 Morale: 12
 Hoard Class: XIV

Trough necromantic witchcraft, some ancient Kings and high lords have been protected from intruders and stealers by transforming the dead body itself into an undead ward. The creature looks like fighter corpse, with rusty armor and sword, sometime another weapon. A dark death and a vile rage seems to anime it to destroy intruders. The rust blade is poisonous, and any hit people will save or die.

Undine

No. Enc.: 1d10 (10d10)
 Alignment: Neutral
 Movement: 90' (30')
 180' (60') Swimming
 Armor Class: 9
 Hit Dice: 1
 Attacks: 1 weapon
 Damage: By weapon
 Save: F1
 Morale: 9
 Hoard Class: VII

Undines are a people of snake-tailed humanoids. They are man-sized and have normal man or woman head, arms and torso, and a long snake tail. They are water creatures, and swim very well, but needs to breathe at least once per hour. They appear generally alone to other peoples, but live in remote places in small communities. They eat fishes and use net and tridents as favorite's weapon. Each undine knows spells as a Magic-User of the same level (so level 1 for common Undines).

Undines are suitable as a PC race if the Labyrinth Lord allows so, but it must be remembered an Undine must stay in water at least a few hours per day or begin to dry, and rarely wear any armor.

Upyr

No. Enc.: 1 (1) + special
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 3
 Hit Dice: 7 (32 hp)
 Attacks: 1 bite or special
 Damage: 1d8 or see below
 Save: C7
 Morale: 11
 Hoard Class: XII, IX

Upyr is a bloodsucker undead living in marshes, swamps and bogs. It appears like a human, with a pale blue skin and red eyes. Each Upyr has also another animal form, like a giant eel, a crocodile or any swamp beast. Its changes in one round and get all the physical capacities of the animal, but keep its own hit dices. In boh forms, they're able to summon 3d6 animals of the same type to help them, which will arrive in 1d10 rounds

Upyrs regenerates in the contact of water 3 hp per round. During day, they sleep deeply in their lair, or sometimes buried into swamp mud. Sunlight kills them, by doing 3d6 hit points of damage per round of exposition.

An Upyr is able to charm by a song, and generally do so in order to get voluntary victims, rather than to fight. They're cautious creatures, and never engage into a clearly dangerous fight. They prefer to flee or bargain.

A victim filled of blood by an Upyr will become an Upyr too after three days, only if it chooses to. This Upyrling will be weaker, with only 4 hit dices and unable to shape-changes until its master death. An Upyr in its lair may be found with 2d4 Upyrlings to serve him.

Vodun

No. Enc.: 2d4 (5d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 3 (15 hp)
 Attacks: 2 claws
 Damage: 1d6 / 1d6 + poison
 Save: F2
 Morale: 12
 Hoard Class: Nil

A Vodun is a small zombie-like undead with very long and sharp claws. During the transformation process into a vodun, the corps shrinks down to half its size. Unlike zombies, they walk quickly and can leap up to 6 feet, horizontally or vertically. Its claws are poisonous: a victim who fails a save will die and turn into a Vodun in 1d6 turns, unless fully cured. Blunt weapons used against Vodun stun them for one full round, but edged weapon do only 1 hit point damage.

Vulcan Lizard

No. Enc.: 1
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 3
 Hit Dice: 4 (18 hp)
 Attacks: 1 bite
 Damage: 1d6 + heat 1d6
 Save: F2
 Morale: 12
 Hoard Class: Nil

Vulcan lizard looks like a red varanus, and live next to lavalakes or craters. This creature is invulnerable to fire and heat, and is even able to swim in lava for hours.

The Vulcan Lizard jaws cause 1d6 hp of damages and an additionel1d6 from its extreme heat, if its victim fails a saving thrown against breath. For any weapon which struck a Vulcan Lizard, its bearer must launch 1d6, plus its modifier for magical weapons. If the result is 1-3, this weapon melds or burns, being fully destroyed. It does effective damage this round, but is totally useless after.

Werebat

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 240' (80') flying
 Armor Class: 6 (9 in human form)
 Hit Dice: 3 (14 hp)
 Attacks: 1 bite or one weapon
 Damage: 1d6 or by weapon
 Save: F3
 Morale: 8
 Hoard Class: XIV

The werebat is often confounded with a vampire, as it shape change into a bat at night and drinks blood. But this is not an undead, just a shapechanger. In human form, they're generally dark-haired and have a preference for black clothes, but are prudent enough to avoid any distinctive signs. In bat form, they're slightly bigger than other bats. In either form, they're able to speak with and command bats, and use them as spies. A victim of a werebat could

transform into a werebat itself only if it as all blood drink, then is given a few blood back; so the werebat choose carefully who will become one. Theses ability helps to become skillful masterminds and villain, sometimes working for a Nightbat or such a creature.

Werefox

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 6 (9 in human form)
 Hit Dice: 3 (14 hp)
 Attacks: 1 bite or one weapon
 Damage: 1d6 or by weapon
 Save: F3
 Morale: 8
 Hoard Class: VII

Werefox is a shape-changer, able to shift for human (or elf) form to a red fox. They usually live unnoticeable in human and elf societies; the only common fact is they're all red-hair, but sometimes hide this fact with taints or hats. This is a true race, not a disease like lycanthropy, and one cannot become a werefox. They are mischievous creatures, who use their powers to influence or enslave people to get a life of easy pleasure, or to steal goods they desire. They rarely will use theses powers to get power, as they are lazy and luxurious creatures. The Werefox is able to use a charm person or animal spell-like ability, three times a day. A save against spells is needed to avoid it.

Wereseal

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 240' (80') flying
 Armor Class: 6 (9 in human form)
 Hit Dice: 5 (23 hp)
 Attacks: 1 bite or one weapon
 Damage: 1d8 or by weapon
 Save: F6
 Morale: 9
 Hoard Class: VII

The wereseal lives on coastlines, generally in cold regions, in human communities, in small family groups. They look as any other inhabitant, but a very careful people could notice a strange oil smell around them. They're rather shy and sweet creatures, but still pursue their own mystical goals which do not always fit to surrounding humans, and strongly keeps their secrets, being able to kills strangers who discover them. They're known to have underwater sanctuaries where they practices obscure and ancient cults.

White Wolf

No. Enc.: 2d4 (2d4)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 2
 Hit Dice: 10 (45 hp)
 Attacks: 1 tentacle or spell
 Damage: 1d10 or by spell
 Save: F5
 Morale: 10
 Hoard Class: Nil

This huge white-furred dire wolf is a dangerous hunter of icy and snowy lands, where its fur turns it almost

undetectable (surprise on 1-4 on a d6). Before any bite, or each time is more than 5 feet than its prey, it will breathe a cold cone 15-foot long cone of frost, doing 5d4 hit points of damage. Whites Wolves are immune from any frost attack, including magical one, but take 1 hit point of extra damage by dice of damage with any fire-based attack.

Wind of Madness

No. Enc.: 0 (1d6x10)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 4
Hit Dice: 1 (9 hp)
Attacks: 1 bite
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: Nil

These marine creatures appear first as a dark cloud and fast wind, as if there was a tempest arriving. Then the cloud reveals to be swarm of dark big bat-like with insect eyes and demonic features. When the swarm surrounds people, like a ship crew, it creates a *confusion* effect which affect all people which fail a save versus poison. When the number of creatures has been reduced to half, it always moves and vanishes undersea.

Wraith Master

No. Enc.: 0 (1d6x10)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 4
Hit Dice: 10 (45 hp)
Attacks: 1 bite
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: Nil

This very intelligent undead would never appear as a lone monster, but rather a mastermind villain under a dark plot. As an undead, he's immune to poison, charms, mind reading and cold, and also to non-magical weapons. He's able to drain energy (one level per hit), turns its victims to wraiths, and control permanently undead as a 10th level cleric, and himself my save against spells to avoid any turn attempt. He also gains all the spells of a 10th level cleric or magic-user. A master of illusions, he can also cast Phantasmal force, Mirror Image and Invisibility at will, and Hallucinatory terrain and Confusion three times per day.

Xiao (owl-folk)

No. Enc.: 1d4 (5d10)
Alignment: Lawful
Movement: 90' (30')
Armor Class: 9
Hit Dice: 1(5 hp)
Attacks: 2 claws / 1 bite
Damage: 1d6 / 1d6 / 1d4
Save:
Morale: 9
Hoard Class: VIII

Xiaos are a peaceful race of owl-headed humanoids. Their body is covered with brown feathers. They're short legged

and have long-feathered arms, unable to fly but strong enough to glide when necessary. They generally wear long togas, which enables them to use wings from time to time. Xiaos are more interested into mystical and theological discussions than anything else, and spend most of their Lawful doing this. Priests are very common among them and are the upper class of their theocratic, monastic-styled society. They are poor builders and craftsmen, but usually hire other races members to build for them, or repair ancient ruins in high, remote mountains. Xiaos could fit as a PC race if the Labyrinth Lord allows it.

Annex: Humanoid races as Pc's

These suggestions are made to help you expand the races usable as player's characters in your campaign. Mentions such "as Magic-Users" refers to the Labyrinth Lord core rule book, or the rules you're actually using.

Actaeon (deer-folk)

Experience	As Magic-Users
Requirements	WIS=9
Prime Requisite	WIS and STR
Hit Dice	d8
Maximum Level	10
Saves	As Elves
Fighting	As Fighters
Spells	None
Senses	No
Infravision	No
Bonus languages	Actaeons are able to speak with forest animals.
AC	6 or by armor worn
Special powers	Actaeons can use their antlers instead of weapons, doing 1d6 hp of damage. At 9 th level, Actaeons gains the ability to cast <i>Polymorph others</i> once a day.

Bardi (jackal folk)

Experience	As Dwarves
Requirements	No
Prime Requisite	STR
Hit Dice	d8
Maximum Level	10
Saves	As Clerics
Fighting	As Fighters
Spells	None
Senses	Enhanced smell. Bardis are able to track by using their sense of smell.
Infravision	Yes
Bonus languages	Bardis are able to speak with dogs, wolves and others canines.
AC	6 or by armor worn
Special powers	Bardis can use their antlers instead of weapons, doing 1d4 hp of damage. At 9 th level, they become immune to any disease.

Dewas (Flying squirrel folk)

Requirements	DEX=9
Prime Requisite	DEX
Hit Dice	D6
Maximum Level	8
Saves	As Halflings
Fighting	As Fighters
Spells	No
Senses	No special senses
Infravision	No
Bonus languages	No
AC	7. Dewas never wear armor nor shield.
Special powers	Dewas are able to glide from a tree to another on short distances.

Kurma (Turtle-folk)

Experience	As Dwarves
Requirements	CON=9
Prime Requisite	CON
Hit Dice	d8
Maximum Level	8
Saves	As Fighters
Fighting	As fighters
Spells	No
Senses	No special senses
Infravision	No
Bonus languages	Lizard-man, Troglodyte.
AC	3. Kurmas never wear armor, but they use shields
Special powers	Kurmas sometimes use their beak when out of weapons, inflicting 1d4 points of damage. Slow on the ground (60'), they're good swimmers (120').

Mujina

Experience	As Magic-Users
Requirements	STR=9 and CON=9
Prime Requisite	STR
Hit Dice	d8
Maximum Level	8
Saves	As Dwarves
Fighting	As Fighters
Spells	No
Senses	No special senses
Infravision	No
Bonus languages	No
AC	By armor worn
Special powers	Ambidexterity (able to fight with two one-handed weapons without penalty). Mujinas are shape-changers, able to imitate any humanoid. Reaching level 9, they are able to imitate a specific person and not only a generic one.

Nekbet (Vulture folk)

Experience	As Magic-Users
Requirements	INT=9
Prime Requisite	INT
Hit Dice	d6
Maximum Level	12
Saves	As Magic-Users
Fighting	As Magic-Users
Spells	As Magic-Users
Senses	No special senses
Infravision	Yes
Bonus languages	Nekbets speak the languages of Harpies and Thorgrins.
AC	9. Nekbert never uses armor.
Special powers	Nekbets are able to glide in the air, but they can't really fly. They are unable to use weapons larger than daggers. When they use necromantic spells like <i>Animate dead</i> effect, range and duration are doubled.

Neskakari (Chameleon Folk)

Experience	As Halflings
Requirements	No
Prime Requisite	DEX
Hit Dice	D8
Maximum Level	8
Saves	As Halflings
Fighting	As Fighters
Spells	No
Senses	360° vision
Infravision	No
Bonus languages	Lizard-man, Troglodyte.
AC	Armor worn
Special powers	Neskakaris are able to change colors and merge with their environment, in one hour. If they wear armor, this effect is negated. They fall asleep when temperatures colds.

Ngari (Cat-folk)

Experience	As Halflings
Requirements	DEX=9
Prime Requisite	DEX and CON
Hit Dice	D8
Maximum Level	10
Saves	As Thieves
Fighting	As Fighters
Spells	No
Senses	Surprised only on 1 on 1d6
Infravision	Yes
Bonus languages	Ngaris can speak to cats.
AC	6 or by armor worn
Special powers	Ngaris generally use iron-clas as favorite weapons (1d6) or their natural claws (1d3).

Tegu (Lizard-folk)

Experience	As Clerics
Requirements	No
Prime Requisite	CON
Hit Dice	D6
Maximum Level	8
Saves	As Fighters
Fighting	As Fighters
Spells	No
Senses	No special senses
Infravision	No
Bonus languages	Lizardman and two bonus language at choice
AC	7 or by armor worn
Special powers	No

Xiao (owl-folk)

Experience	As Clerics
Requirements	WIS=9
Prime Requisite	WIS
Hit Dice	D6
Maximum Level	12
Saves	As Clerics
Fighting	As Clerics
Spells	As Clerics
Senses	No special senses
Infravision	Yes.
Bonus languages	3 ancient or unusual languages
AC	9. Xiaos wear no armor
Special powers	Xiaos are able to glide in the airs, but not to fly.

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