

RABBITS & RANGERS

Cartoon Animals for Fantasy Gaming

By J.V. West



Labyrinth Lord
Compatible Product



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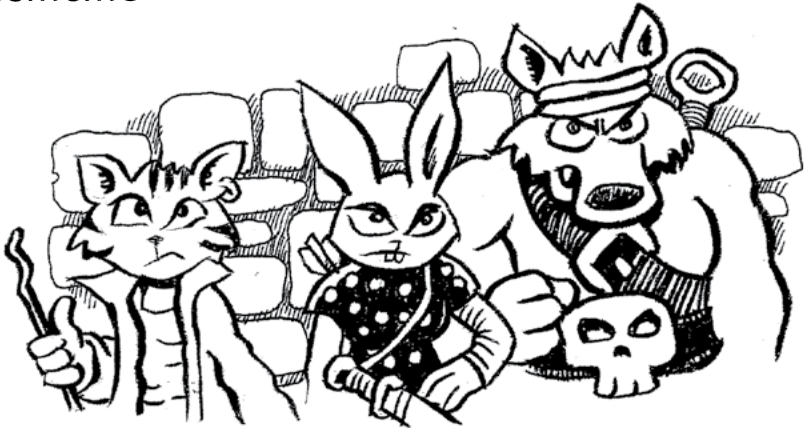
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Rabbits & Rangers is written for the properly old school retro-clone RPG *Labyrinth Lord*[™] published by Goblinoid Games (www.goblinoidgames.com). But given the nearly-universal language of old school games, you can use it with your game of choice. The following abbreviations are used to reference *Labyrinth Lord*: LL (*Labyrinth Lord* the game or Labyrinth Lord the game master) and AEC (Advanced Edition Companion).

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This book is dedicated to the memory of the late, great *Labyrinth Lord* artist Steve Zieser whose wonderful old school drawings give the game so much character.



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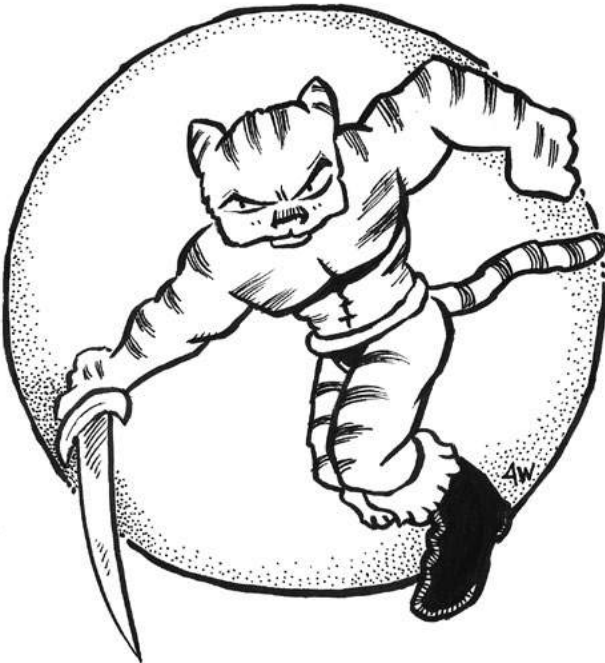
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INTRO-DUCK-SHUN

This is a book of cartoon animal races for old school roleplaying games. It includes a host of talking critters from Armadillos to Monkeys to Wolves. Imagine Bugs Bunny, Captain Carrot, or Felix the Cat casting spells! Imagine Usagi Yojimbo or Disney's Robin Hood wielding swords and bows and... well...you get the idea.

Terms like cartoon animal, talking animal, funny animal, furry critters, and so forth are all used interchangeably. To distinguish Player Character or Non-Player Character critters from their bush-dwelling, grass-chewing counterparts, I will always capitalize the animal races such as Rabbit or Rooster. All other critters are just critters.

If a Horse riding a horse or a Dog with a dog causes your brain to experience cognitive dissonance, you can substitute mundane creatures with nerfed versions of fantasy monsters. Imagine a knight riding a giant snail or a farmer milking a safe breed of catoblepas. The possibilities are endless! In fact, check the monster section of this book...



PART ONE: CARTOON LOGIC

.....

Since cartoon animals are not like the humans, dwarves, elves, and halflings we all know and love, they may benefit from a few special considerations. The following rules can be used to enhance your cartoon animal RPG experience without burdening the game with too many fiddly bits.



Death! Maybe?

Old school games can be quite lethal. You can embrace the pain and have fun running your PCs through the shredder. When zero hit points are reached, the character is dead, flattened, toast! Then the player simply rolls up a new character and moves on.

Of course this is a cartoon game, and there can be other options. Perhaps “death” means something more like “retirement”. Using the following three death options, the players decide their own PC’s fate when those precious hit points reach zero or less.

1. Glorious Death!

The PC dies. The player narrates the death in a fun, cartoony, or dramatic way. Make ‘em go out with a bang. And as a reward, the player rolls

2d12 on the New PC Boon table below. Death pays.

2. Stick a Fork in Me, I’m Done.

The PC experiences an event so traumatic they are permanently removed from the PC roster and are retired as an NPC, probably staying as far away from dungeons as possible for the rest of their life. This is a “softer death” for a PC and makes them available as an NPC with which to interact. In this case, the player rolls 1d12 on the Boon table for their next PC.

3. I’ll Just Have a Lie Down.

The PC is bonked so hard they are knocked out for 1d10 rounds. Upon waking, they function as a character of 1d4 levels lower than their actual level. If this puts them below first level, they function as a “normal” person of level 0 for all adventuring purposes. This condition of existential angst is lifted when the PC earns 1000 XP.

NEW PC BOON TABLE

Die Roll	Benefit to New Character
1	100 extra gp.
2	1 extra magic item of a simple nature, such as a +1 weapon.
3	+1 to one saving throw category.
4	+5% XP.
5	+1 to any ability score.
6	Heals +1d3 hit points each night or each time healing is done.
7	+2 to any ability score, or +1 to any two.
8	Knack for dodging attacks means -2 to AC.
9	+1 to three saving throw categories.
10	Has a high quality mount of player's choice. Mount has max hit points and +1 morale.
11	Triple starting wealth.
12	Magic item that reduces damage by 50% from one type of damage (melee, ranged, magic). 1d20 charges.
13	New PC is 1 level higher than the dead one.
14	+1 to hit with all attack rolls.
15	+1 to all ability scores.
16	+10% XP.
17	Has a powerful NPC friend willing to lend aid when needed on a good reaction roll. Bonus of 1 to the roll.
18	If critical hits are used, achieve a critical hit on a 19 or 20 with one particular type of weapon.
19	PC has a faery or other strange being in their past. Once per day the PC can make a Dexterity check and there is a 1 in 6 chance it will come true... at least to some degree.
20	+1 to all saving throws.
21	Psychic ability means 2 in 6 chance of knowing something they shouldn't know about any given situation. Overuse leads to headaches or save vs. Death!
22	When the PC fails miserably (worst possible roll), they immediately gain 1d100 XP.
23	Can cast one first level spell as a special ability once per day.
24	Choose any one above and roll again.

Lucky Ducks

Everyone hates it when they have a chance to take the head off the bad guy and they roll something stupid, like a 3. Grrrrr. Well, that crushing feeling can be mitigated by using Luck Points!

LUCK POINT TABLE	
PC Size	Luck Die
Small	1d10
Medium	1d8
Large	1d6

Luck is a PC's ability to do extra stuff such as leap over chasms, take extra actions, or even hit enemies that can't seem to be hit. PCs begin each session by rolling for Luck Points based on their Size, per the Luck Point Table. Luck does not carry over from session to session. Use it or lose it!

A point of Luck can be spent to do any of the following:

- Re-roll a die.
- Force someone else to re-roll a die.
- Gain an extra action.
- Act out of initiative order.
- Deal maximum damage on a hit.

Spending two points of Luck allows a PC to do any of these things:

- Automatically hit any target.
- Cast a spell that has already been lost for the day.
- Leap over a chasm, break down a door, do something awesome.

And if the player is willing to part with three points of Luck:

- Strike an automatic deathblow (target gets a saving throw vs. Death).
Even if the saving throw is made, the target still takes normal damage

All Natural

In cartoons, characters' behavior might be dominated by one emotion or need such as greed, envy, or love. Or they might display a defining sense of cunning or wit. This is their Nature.

Players should choose a Nature that best suits their character idea. Or, if they are brave, they can roll randomly for a Nature. It is a good idea to mix it up, perhaps requiring that all PCs in a party have different Natures. What party could handle two ornery PCs?

Nature is a bit like alignment. It is a role-playing tool that can enhance the gaming experience. Also, each Nature carries with it a few in-game effects, both pro and con.

CHARACTER NATURE TABLE

d100	Nature	Description	Effect
1-4	Bully	You pick on those who are no threat to you. You really suck!	+1 damage against foes of smaller Size or fewer HD; -2 to saving throws vs. fear.
5-8	Bumbling	You screw up everything. But sometimes you do something right and surprise everyone.	-2 to all attacks and saving throws; disadvantage on damage rolls. If a max result is rolled on any die you have succeeded wildly, though ineptly, and earn 1 Luck point.
9-12	Brainy	You're so book smart.	When all else fails you have a 3 in 6 chance of knowing something useful about everything.
13-16	Bruiser	You can hammer a lesser person into the ground.	Must have Strength 15 or higher, +1 reactions, -1 Intelligence; +1 Intimidation, +1 damage in unarmed attacks.
17-20	Cowardly	You ain't too brave. But sometimes it serves you well.	-2 to saving throws vs. fear; +1 initiative, only surprised on 1 in 8.
21-24	Cunning	You have a clever way of winning.	Make Intelligence check to get a fact or idea from the Labyrinth Lord, on occasion.
25-28	Cute	Oooohhhh...look at those cheeks!	Must be Small Size. Enemies must save vs. Spells (cuteness) or -2 to hit PC. Epic fail means they cannot attack until the saving throw is made. Too cute!
29-32	Fast	You are greased lightning.	Movement rate is double but hyperactivity means -3 to ranged attacks; cannot be Size Large.
33-36	Gluttonous	You see the stuff... you want the stuff. ALL the stuff!	+2 save vs. Poison and sleep effects; must succeed at save vs. Spells to avoid temptations determined through play.

CHARACTER NATURE TABLE (continued)

d100	Nature	Description	Effect
37-40	Greedy	You love money. You probably prefer the company of coins over people.	Haggles well, reducing cost on a 4 in 6 roll and detects a rip-off on 3 in 6; must save vs. Spells to resist money or the lure of treasure.
41-44	Helpful	You love to lend a hand.	When you aid someone they gain a +1 bonus to a roll, as approved by the LL.
45-48	Ornery	You're a cantankerous, irritating one.	+1 saving throws vs. fear; reactions to PC are at +1.
49-52	Pompous	You THINK you know it all. Sometimes haughtiness is an advantage.	+1 reaction penalty, +2 penalty on Intelligence checks; +2 saving throws vs. fear, hold, and charm spells.
53-56	Rascally	You always seem one step ahead.	You can only be surprised on a roll of 1 in 8.
57-60	Relentless	You never ever give up.	Constitution check once per turn to regain 1d2 hit points; impulsive behavior might result in difficulties.
61-64	Seductive	You are smokin' hot!	Others are drawn to you, and if you turn it on they must save vs. Spells or be fixated. Once they resist, your spell is broken!
65-68	Simple	They say you ain't too bright.	Must have Intelligence and Wisdom of 8 or less; +5 to saving throws vs. fear and mind control spells.
69-72	Sinister	Your intentions might not be pure.	+1 reaction roll penalty; 3 in 6 chance of detecting presence and nature of evil or dangerous magic, +1 save vs. Death.

CHARACTER NATURE TABLE (still continued)

d100	Nature	Description	Effect
73-76	Slow	The best things come to those who wait.	Movement at half, -1 initiative; attack every other round... but +4 to hit!
77-80	Spirited	You might be called "plucky".	Must be Size Small or have no more than 1 ability score above 12; re-roll 1d3 dice rolls per adventure.
81-84	Stoic	Your steady, cold demeanor makes you hard to dominate.	+2 to saving throws against all mind effects, -1 initiative.
85-88	Tough	You're made of stout stuff, but you might be kinda gruff.	+1 to save vs. Poison, heal 1d3 extra hit points per day; +1 to reaction rolls.
89-92	Upright	You are a straight shooter, always looking to do good.	+2 to saving throws against fear, must be lawful; you must always do the right thing!
93-96	Wise	You have an innate sense of how the world works.	Must have Wisdom 13 or greater; Wisdom check to get fact or idea related to higher knowledge, such as that of magic or the gods.
97-100	Witty	Your verbosity leaves people speechless and confused.	Can confuse people with words and deeds on failed save vs. Spells... but on a successful saving throw, the ruse is revealed and they may be angry!

Facts and Ideas:

Certain Natures state that PCs can get a "fact or idea" from the Labyrinth Lord. This can be any sort of information relevant to the PC's Nature that the PC does not know. For example, a Wise PC might gain an understanding about the purpose of a strange altar or a Cunning PC might gain an insight into how an enemy's patrol schedule works. The specifics or utility of the information is always subject to the Labyrinth Lord's discretion.

PART TWO: FURIOUS FURRY CRITTERS

Let's get right down to brass *quacks*. There are some animal traits that are common to all critters or common to many. These traits are discussed below. Following that, you'll find a breakdown of the characteristics described in each animal's listing. Then comes the parade of animals itself. Players should browse this section and choose the animal they want to play, or roll randomly.

Ability Scores

Players should generate their ability scores as normal. Each animal's description may include adjustments to these scores. For example, big critters like Tigers and Bears receive improvements to Strength while quick animals such as Mice and Rabbits receive improved Dexterity.

Even though some animals may gain a +2 benefit to an ability score, the maximum score possible without magical intervention is 19. The only exceptions to this rule are the Mouse and the Elephant. A Mouse may have a starting Dexterity score of 20 and an Elephant may have a starting Strength score of 20 (at the Labyrinth Lord's discretion).

Although each Labyrinth Lord has her own rules for ability score generation, the LL should keep in mind that animal PCs are not homogeneous. Wild differences in ability scores should be embraced. House rules that allow ability score finagling, such as swapping scores or robbing from one to increase another, are strongly encouraged.

Classes

The types of classes offered in a Rabbits & Rangers campaign is entirely up to the Labyrinth Lord. Animal PCs should be allowed to choose any of the available classes regardless of their species. As with ability scores and Size, cartoon animals should range widely in profession.

Animal characters are assumed to live as long as humans, and since all of them have their own perks and flaws, there is no need to seek racial balance through limiting levels.

XP Bonuses

Some animals are tougher, stronger, and better suited to a hard life in the dungeons. Those of a smaller and frailer nature enter the dungeons at greater risk and may, as a result of such daring bravery, gain a bonus to earned Experience Points (XP) per their description.



COW-MON TRAITS

Here are some common traits and rules that cover critters in general.

Charging

Large animals can charge opponents if they begin their charge 60' away or more from the target. Once melee is joined, the animal may not charge again unless they are able to break from the battle and set up for another run (this should take at least 1 round). Charging deals double damage on a hit. A spear or lance may be set against a charging character or monster and, on a hit, the set spear deals double damage. Some Medium animals are also able to charge, per their description.

As an option, a charging PC may forego any damage on a successful hit and instead knock an opponent to the ground. Targets of a Size larger than the attacker may save vs. Paralysis to avoid being knocked prone.

Chewing

Small animals, particularly rodents, are able to chew through fibers such as ropes or leather straps in 1d3 rounds. Thick ropes or thicker leather may take 2d3 rounds. Larger animals such as big cats or Bears take 2d6 rounds to chew through such bonds. It is even possible for critters to chew through soft metals, though this should take much longer.

Intimidation

All animals are capable of baring their teeth, hissing, clucking, or otherwise issuing a primal warning to would-be attackers or possible prey. A character can attempt to intimidate an individual or group of NPCs. The LL will make a reaction roll, adjusting by the PC's Strength or Constitution ability score modifier. The table below can be used as a rough guide to the effects of such a roll.

If the target is a larger Size than the intimidating PC, then the reaction roll is made with 1d6 instead of 2d6. If the target is a smaller Size than the intimidating PC, then the roll is made with 3d6, dropping the lowest number.

Players should be encouraged to roleplay their intimidating actions. For particularly effective roleplaying, the LL might grant a bonus to the roll or waive the roll altogether. If there is some reason the LL feels that the targets would simply not be scared of the PC, she may also waive the roll and declare that the targets are unimpressed. Once an attempt at intimidation has been made, it is not likely to work a second time against the same targets.

INTIMIDATION REACTION ROLL TABLE

Roll	Reaction to Intimidation
Up to 2	Laughs
3-5	Unimpressed
6-8	Hesitates, losing initiative if applicable.
9-11	As result above, and target must make a morale check.
12	Target is intimidated and will shiver in fear, beg for mercy, or run away until a successful morale check is made.



Languages

Every race of talking animals has its own language, and there is also a shared common tongue that most animals can speak. Each PC knows how to speak the common tongue, their own racial language, and their alignment tongue (if used). They also know how to speak 1d6 other animal languages. In addition to this, they may select extra languages if they have a high Intelligence score per Intelligence Table I in the AEC.

Animal languages are similar to each other in roughly the same way that animals are similar. Mice and Rats speak closely related tongues and can understand one another easily. Mice and Bats, being farther removed from each other in both evolution and proximity, have a harder time comprehending each other, unless they explicitly speak each other's language. It is always the Labyrinth Lord's call as to whether a PC has a chance to understand an animal language he does not speak and it can usually be handled with an Intelligence check.

Movement

Most animals move at the normal PC movement rate of 120' (40'), modified by armor. Some animals move faster or slower, as noted. Many animals have a special mode of movement such as flying or burrowing. Details for these forms of locomotion are given below.

Burrowing: Burrowing speed is increased by half if the soil is loose, or reduced by half if the ground is hard. The ground is soft on a roll of 1 on a d6, hard on a roll of 6, or normal for any other roll. When burrowing, an animal must have both hands free. Burrowing into the ground protects an animal from some kinds of spells and attacks such as fireball, breath attacks, or gas clouds.

Flying: Flying assumes an animal is not encumbered or wearing heavy armor such as plate mail. A flying animal may hold one small item or weapon (but not a shield), and can only fly at half speed when doing so. They may carry a smaller Size creature if they have a Strength score of 12 or higher. When carrying a passenger, flying speed is halved. A PC may fly for 1d4 turns plus Constitution modifier before requiring a rest of at least 1 turn.

Fliers that are able to fly cannot fall. If they are encumbered they may use their wings to reduce falling damage by half.

Fliers can dive for a swoop attack and deal double damage if they have surprise, or the enemy is otherwise unaware. If the target is Small and the flier is Large the flying critter can pick the Small target up on a successful hit roll of 18 or higher.

SWIMMING

Swimming: Most creatures can swim, but some are much better at it than others. When swimming against a strong current, swimming speed is reduced by half. If moving with such a current, swimming speed is doubled. Creatures with special swimming abilities do not suffer penalties to hit while fighting in water and are not required to make any special ability checks or saving throws in order to swim under normal conditions.

SPECIAL NOTE: *The subject of which animals can swim and which cannot often invites furious debate. When in doubt, the Labyrinth Lord may assume a minimal ability to swim for any given creature, perhaps employing a simple saving throw or Dexterity check to avoid drowning where necessary.*

Night Vision

Some animals are better at seeing in the dark than others. Unless an animal's description explicitly mentions vision, assume the critter sees about as well as a human and will require a torch or magical light to see in the dark.



Stealth

Many animals move with great stealth. Like Thieves, these animals' sneakiness is hindered by heavy armor. In general, the use of leather or padded armor will not affect them. Using anything heavier than leather reduces the effectiveness of stealth abilities by 50%. Wearing anything as heavy as plate armor or more and/or carrying a shield will eliminate these benefits entirely.

Tooth and Claw

All animals have a natural "tooth and claw" attack. This can include claws, teeth, horns, or hooves. The base damage is given with each description.

Animals with both hands free that make a successful claw or punch attack can make a second claw or punch attack, but only if they do not move in the same round.

Venom

Some animals such as Snakes may possess a venomous bite. If this is the case, the nature of the venom is given with the animal's description.

NOTES ON CRITTER DESCRIPTIONS

Size

Mother Nature cares about size. If you disagree then imagine a Mouse fighting an Elephant. Size matters!

This book uses a Size category to account for the vast differences in the sizes of many animals. All creatures, including monsters, are Small, Medium, or Large. Differences in Size affects the to-hit advantage in combat as well as availability of weapons and armor.

You can refer to the table below for the Size category modifiers. Or you can use a simple mental formula as follows. Size Small = 1, Size Medium = 2, and Size Large = 3. In an attack, the attacker subtracts their own Size from the Size of the target to yield a bonus to hit. Thus a Size Small (1) Mouse would subtract 1 from the Size Large (3) Elephant and get a +2 to hit. It is, after all, easier to hit a barn than a fly.

ATTACK MODIFIERS BY SIZE TABLE

Attacker Size	Defender Size		
	Small (1)	Medium (2)	Large (3)
Small (1)	+0	+1	+2
Medium (2)	-1	+0	+1
Large (3)	-2	-1	+0

Monster Size: The Labyrinth Lord should use her best judgement when determining the Size of a monster. Small monsters would include kobolds and pixies. Medium monsters include most humanoids, blink dogs, and rock baboons. Finally, the Large monsters would include ogres, trolls, dragons, and giants.

Equipment Size: When shopping for gear or finding random items such as weapons and armor, roll 1d10 to determine Size. A result of 1-4 indicates a Small item, 5-8 is a Medium item, and 9-10 is a Large item. If the area in which the item is found is dominated by a certain Size animal the Labyrinth Lord may adjust the roll accordingly.

Use of Weapons and Armor: Animals typically only use weapons of their own Size. Small weapons deal a maximum damage of 1d6 points or 1d8 if they are two-handed. Medium weapons deal damage as listed. Large weapons deal a minimum of 1d6 damage and if they are two-handed the damage die should be increased by one die step.

An animal with Strength score of 18 may wield a weapon of one Size category larger, but it is always treated as a 2-handed weapon. Only with a Strength score of 19 or higher does this limitation go away.

Animals may only wear armor of their own Size. Some animals, such as Snakes and Turtles, require special armor. There is only a 1 in 6 chance that any armor discovered in a market or on an adventure will be of a special nature. See the Weapons and Armor section in the Ape-Index for more details.

Type

All animal PCs belong to one of four groups: Avian, Amphibian, Mammal, or Reptile. There may also be other groups such as Bug and Aquatic; these are not represented in this book. The animal categories are useful tools that allow things like a Sword of Amphibian Slaying or a magical storm that targets Avian creatures with lightning blasts.

Armor Class

Animals may have an AC modifier due to tough hide, speed, or prowess expressed as a "-" such as -1 or -2. This number should be subtracted from AC. If you happen to use ascending AC for some strange reason, you should add that number instead of subtracting it.

Hit Dice and Hit Points

Size affects a PC's Hit Dice per the animal's description. Smaller animals may have a maximum HD that is less than what their class calls for. For example, a Mouse has a maximum HD of d4. A fighter has a HD of d8. A Mouse Fighter would therefore use a d4 to determine hit points. In contrast, a Rhino has a minimum HD of d8. A Rhino Magic-User would then use a d8 to determine hit points instead of a d4.

Some animals may also gain extra hit points per level.



PART THREE: THE ZOO

After rolling ability scores, players should browse this list and choose their animal race. If a desired animal is not found here, the Labyrinth Lord can use a similar creature and come up with a reasonable version of the desired animal.



Armadillo

Medium mammal

AC Mod: -4

HD/hp: d6 max

Move: 120' (40')

Burrowing: 90' (30')

Abilities: no adjustment

Tooth and Claw: 1d4

XP Bonus: 5%

They say your scutes are a hoot. But they don't have natural armor so to heck with them. You'd make a great scout or spy, if you were so inclined.

Armor Fitting: To accommodate your natural armor, you need specially designed armor which is harder to find and more expensive.

Down and Out: You can burrow into the ground in any direction up to 30' before anybody else can act, regardless of initiative order. The ground cannot be hard-packed earth or stone. You must spend a full round coming up and gaining your feet before you can take any other action.

Shell Up: You have the ability to roll yourself into a ball, giving you a total AC benefit of -8 from all angles. As long as you are balled up, you cannot move or perform any other actions. You cannot roll yourself into a ball when wearing armor due to the physical restrictions on your movement.

Waterlogged: You aren't a fan of water. You don't swim well at all, but you can hold your breath for 1d4 turns if you have to.



Baboon

Medium mammal

AC Mod: -1 (Tough)

HD/hp: +1 hp per level

Move: 120' (40')

Abilities: +1 Con or Dex, -1 Cha

Tooth and Claw: 1d6

Night Vision: 20'

You are a beast, they say. You don't fool around with dangling from the trees like your Monkey cousins; you prefer to stand your ground on a solid rock. But all said, you can be kind of cheeky.

Intimidator: You look a bit mean and can use this to scare people. When you attempt to intimidate an opponent you get a +1 modifier to the roll.

Rock Climber: You can scale rocks, cliffs, and other natural surroundings as a Thief of the same level. When climbing sheer surfaces this skill is reduced by half unless you are a Thief.



Badger

Medium mammal

AC Mod: -1 (Tough)

HD/hp: +1 hp per level

Move: 120' (40')

Burrowing: 60' (20')

Abilities: +1 Con

Tooth and Claw: 1d6

You are small, round, and tough as nails. You have a bite that won't back down and a will to boot.

Lockjaw: If you bite an enemy you can lock on, holding them in place and forcing them to save vs. Paralysis each round in order to escape or take 1d4 damage. A Large target can drag you along and move at half speed.

Sprinter: You can run at 180' for 2d4 rounds.

Tenacious: You gain +1 to hit and damage for 1 round after any round in which you take damage. If something would knock you out, you gain +2 to saving throws against it. You also gain +1 to saving throws against charm spells, illusions, fear spells, and phantasms.

**Bat***Small avian mammal*

AC Mod: -2 (Speed)

HD/hp: d4 max

Move: 90' (30')

Flying: 180' (60')

Abilities: +2 Dex, -2 Str, -1 Cha

Tooth and Claw: 1d3

XP Bonus: 20%

You are something of a mystery to most people. You sleep weird. You fly without feathers. And what's up with that nose? But you are a real scrapper and an ace in the sky. You aren't as fast as a Bird, but you are quick and agile in close quarters.

Echo Echo: You have natural sonar that lets you "see" in the dark up to 60'. This ability tells you only the relative sizes and positions of objects.

Swinger: You can cling to any perch, branch, or rough surface by your feet or hands. While doing this you can perform tasks as easily as when standing on the ground.

Wild Aerial Moves: Your enemies are at -2 to hit you when you are flying.

**Bear***Large mammal*

AC Mod: -1 (Tough)

HD/hp: d6 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str

Tooth and Claw: 1d8 bite; 1d6 claw

Night Vision: 20'

Large and strong with big, scary paws, you are the type of critter that few want to mess with. But perhaps you have a soft heart under all that fur?

Hugger: When you make a successful unarmed attack roll of a natural 16 or higher, you may grab your opponent in a bear hug. Each round you can squeeze for 1d6+1 points of damage. The target may attempt a saving throw vs. Paralysis at the end of each round to break free.

Smeller: Your nose is quite sensitive and you can detect scents within 500' (1000' outdoors) on a roll of 4 in 6. If the scent is familiar you will know what it is on a 5 in 6 roll, otherwise you can identify the general nature of strange odors on a 2 in 6 roll.



Bird

Small avian

AC Mod: -1 (Quick)

HD/hp: d4 max

Move: 90' (30')

Flying: 450' (150')

Abilities: +2 Dex, +1 Cha, -2 Str

Tooth and Claw: 1d2

Night Vision: 30'

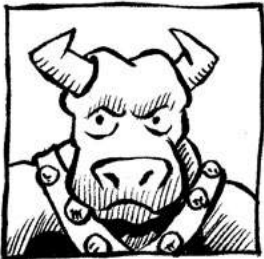
XP Bonus: 20%

You zip and dive and soar with grace and speed through the air. But you are very small and light on the ground... take care when the fighting begins.

Dive and Grab: Like all fliers you can make a swoop attack. But on a successful hit roll you can grab an object from the target or attempt a disarm instead of dealing damage. You can grab a necklace or coin purse, for example, or you can knock a dagger or sword from the target's hand. If the target's HD or level is equal to or higher than your own, they may save vs. Paralysis to avoid the effect.

Fancy Flier: When you are in the air enemies are at -2 to hit you. If you do nothing but fly and dodge they are at -4.

Keen Vision: Your vision is better than most, allowing you to spot hidden objects or secret doors on a 2 in 6 roll. You gain +3 to saving throws vs. illusions and phantasms.



Bull

Large mammal

AC Mod: -1 (Tough)

HD/hp: d8 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, -1 Cha, -2 Dex

Tooth and Claw: 1d6

Night Vision: 20'

You are one beefy bovine with a penchant for breaking delicate dishes, if the rumors are true.

Beefy Charger: When you make a charge attack that hits with a 16 or higher the target is pushed 10' back and knocked prone.

Giving the Horns: You have horns. By default, they are of typical size. But you may sacrifice 1 of your bonus Strength score points and make your

horns massive, dealing +2 damage per hit. But massive horns may get in the way when you are trying to squeeze through tight passages, duck under low doors, or just kiss a girl. In extreme cases the Labyrinth Lord may call for a saving throw vs. Paralysis or you could get stuck.

Seeing Red: If an enemy taunts you, make a saving throw vs. Spells or immediately attack. If they use the color red in their taunt you have a -1 penalty to the saving throw. That kind of stereotyping makes you even angrier. As an angry Bull you get +1 to hit and damage on the first attack. If the same enemy or group of enemies tries this a second time, you choose to resist.



Cat

Medium mammal

AC Mod: -1 (Agile/Paranoid)

HD/hp: d6 max

Move: 120' (40')

Abilities: +2 Dex, -1 Wis

Tooth and Claw: 1d4

Night Vision: 60'

The famous Cat burglar Twopaw Alleyways once said that the two worst things in life are inconvenience and boredom. Will you tolerate either?

Curiosity: You are quite curious about things, especially things that move or dangle or fly through the air. It's in your nature. The Labyrinth Lord may require a save vs. Spells for you to resist investigating such matters in a most direct and tactile way.

Ever Ready: You hear noises on a 3 in 6 roll and are only surprised on a 1 in 6.

Nine Lives: You have a knack for dodging death. If you are killed, roll 1d12. If the result is 9 or less you have miraculously survived, probably with 1 hit point. Now you are down to 8 lives. The next time death comes calling, you will need to roll 8 or less. And then 7 or less. And then... you get the picture. Eventually those lives run out.

On Your Feet: When you are knocked prone you may make a Dexterity check to immediately counter the effect and remain standing. You also ignore 10' of damage from any fall.



Chameleon

Small reptile

AC Mod: -2 (Speed/Hide)

HD/hp: d4 max

Move: 120' (40')

Abilities: +2 Dex, -2 Str

Tooth and Claw: 1d2

Night Vision: 20'

XP Bonus: 15%

Now they see you... now they don't.

All-Around Vision: Your eyes move independently. It's weird, but it allows you to see things sneaking up. As a result, if you are awake, you can only be surprised on a roll of 1 in 8.

Camo: You can change your skin color to match your surroundings, blending in and becoming invisible with 85% skill. You remain invisible until you move or take any other action. If the environment is alien (for example, your first time in a desert), your skill is 60% for the first attempt.

Climber: You climb any surface with 99% skill. This includes climbing upside down on a ceiling. It's like magic.

Runner: When you run away you move at 240' per round for up to 6 rounds plus your Constitution modifier.

Sneaker: You move silently with 65% skill.



Cheetah

Medium mammal

AC Mod: -1 (Speed)

HD/hp: no adjustment

Move: 180' (60')

Abilities: +2 Dex, +1 Con

Tooth and Claw: 1d6+1

Night Vision: 60'

You are sleek, fast, and deadly. When your enemies see your spots they know to be wary.

Burst of Speed: You are very fast! You can increase your running speed to 450' for 1d6 rounds or until you fail a Constitution check. When you do this, you must rest for 1 turn or else suffer -2 to hit and to saving throws until you

rest at least 1 turn. You cannot gain this burst of speed when encumbered or wearing armor heavier than leather.

Ready for Trouble: You are only surprised on a 1 in 6.



Chicken/Rooster

Medium avian (flightless)

AC Mod: -1 (Dodging)

HD/hp: d6 max

Move: 120' (40')

Abilities: -1 Str

Tooth and Claw: 1d3

XP Bonus: 15%

Your people inspire more ridicule than awe. This you know. But you want the world to know better. You are a Chicken, not a coward.

Cock of the Walk: If you are a Rooster you tend to strut your stuff. And you aren't all show, either. Your talons deal +1 claw damage per kick.

Feather Fallin': You have wings and feathers but you cannot fly. You can, however, use your wings to slow a fall. When you fall from any height less than 30' and are wearing nothing heavier than studded leather armor you take no damage. If falling from a greater height, ignore 30' of damage and reduce all other damage by 50%. When encumbered, you can only ignore 10' of damage.

Flogger: It ain't pretty. It ain't elegant. But when you flog a foe you launch into a furious flurry of fowl attacks that can leave the enemy in a ruined heap. In a flogging, you may attack as many times as you want in a single round (up to a maximum equal to your Strength score). Each successful attack deals 1 point of damage. If your weapon has a magic bonus it only applies to the total damage from a flogging, not to each hit. The same is true for your Strength bonus. After a flogging you are left winded and unable to attack until you pass a save vs. Paralysis. During this vulnerable time all enemies gain +1 to hit you.

Hunt and Peck: You have a good instinct for spotting small things and can spot secret doors, hidden objects, and traps on a 3 in 6 roll. Chickens, but not Roosters, can improve this to 4 in 6 by spending an extra 1d2 turns looking.



Cow

Large mammal

AC Mod: no adjustment

HD/hp: no adjustments

Move: 120' (40')

Abilities: -2 Dex, +1 to any one ability score

Tooth and Claw: 1d4

Night Vision: 20'

XP Bonus: 15%

If Chickens draw chuckles, Cows draw guffaws. It's not your fault... history and nature aren't always kind to the underdogs. But you have heart. Use it well.

Food: You can produce milk that can sustain hungry adventurers in need of food. If you have access to plenty of food yourself, you can produce enough milk each day to sustain 2d4 characters. But if you are on limited rations you can only support one other person per day at best.

Horns: Yes, Cows can have horns too; Bulls don't get all the fun. When you charge and score a 20 or higher, the target is knocked prone with no saving throw. If you do not want horns, add 1 to Intelligence, Wisdom, or Charisma.

Weather Sense: You can predict weather changes within 2 hours on a 4 in 6, or within 12 hours on a 2 in 6. This includes predicting dangerous storms or supernatural weather. You have a 4 in 6 chance of detecting the presence of elementals and you gain +1 to hit them.



Coyote

Medium mammal

AC Mod: -1 (Wily)

HD/hp: d6 max

Move: 120' (40')

Abilities: +1 Int, -1 Wis

Tooth and Claw: 1d4

Night Vision: 40'

You're a survivor, maybe a scrapper. You don't know why people often assume you are some kind of genius. But hey, you'll take the compliment.

Brilliant Ideas: When you brainstorm an idea in a sticky situation and convince your allies to go along with it, roll 1d6. On a 1, the idea is terrible and the next 1d6 dice-worthy actions taken by you and your companions will fail unless the dice hit the most favorable result (such as a 20 on an attack). If you roll 2-5 the idea is solid and the next 1d3 actions, within

reason, automatically succeed. If the actions are attack rolls, they gain +4 but do not automatically hit. If you roll a 6 the idea is pure genius and the next 2d3 reasonable actions cannot fail, including attack rolls.

Epic: When you roll a 1 on any attack roll or saving throw, something weird, crazy, or incredibly unfortunate will happen to you. This is where the Labyrinth Lord gets to exercise her dastardly imagination. However, when you roll a natural 20 on an attack or saving throw, something awesome always happens. Always!

Pack Bully: If you join with allies while attacking a single enemy, you and your allies gain +1 to damage.

Scaredy: Instinct is strong in you and you can only be surprised on a 1 in 6. You also suffer -3 to saving throws against fear.



Croc

Large reptile

AC Mod: -3 (Tough)

HD/hp: d6 min

Move: 120' (40')

Swimming: 150' (50')

Abilities: +1 Str, +1 Con, -1 Dex, -1 Cha

Tooth and Claw: 1d6+2 bite; 1d4 claw

Night Vision: 30'

You are one mean son-of-a-gun; tough as a hammer, snarly as a dragon.

Chomp: You have a lot of sharp teeth. If you bite a target you can lock on, holding a grip that the target can only break with a saving throw vs. Paralysis at the start of a round. You automatically deal 1d6 damage for each round you hold on. While you are locked, all enemies gain +2 to hit you and you can take no other actions. If the target is Small, however, you can move... dragging them with you. Yeah. You are scary.

Tail Action: You can attack by swiping with your tail. While this only deals 1d3 damage, you can knock your target prone if they fail to save vs. Paralysis.

Water Warrior: When fighting in the water you gain +1 to hit and damage. You can hold your breath for 1d4 turns in high stress situations. If you attempt to surprise an enemy on land when you are emerging from the water, you surprise on a 4 in 6 chance, emerging with a burst and a snarl. If you are calm and have lots of time you can lie on the bottom of the water, holding your breath for 1d4 hours.



Crow

Medium avian

AC Mod: no adjustment

HD/hp: no adjustment

Move: 90' (30')

Flying: 240' (80')

Abilities: +2 Int or Wis

Tooth and Claw: 1d4

You have an elegant black coat of feathers and a strong beak. You are not a small bird, though you are not as large as your hawkish cousins. Even if you are not a spellcaster, you are often assumed to have magical powers — it runs in the family.

Arcane: Your kind has an affinity with strange magic. You get +1 to all saving throws against magic. You have a 1 in 6 chance of detecting the presence of magic when within 20'.

Black Bird's Eyes: Your excellent vision and strange nature allow you to spot magically hidden or invisible creatures and objects or secret doors on a 2 in 6 roll. If you are a spellcasting critter, this ability improves to 3 in 6. You also get +1 to saving throws against illusions and phantasms (in addition to your +1 vs. magic).



Deer

Large mammal

AC Mod: -1 (Speed)

HD/hp: no adjustment

Move: 50' (150')

Abilities: +1 Dex

Tooth and Claw: 1d4 bite; 1d6 kick

You are elegant and fleet, running like the wind. In the forest you feel at home.

Bounding: You can leap over walls, fences, and other obstacles up to 10' high. For obstacles between 10' and 20' you need to pass a Dexterity check and have a running start of at least 60'.

Necessary Speed: When being pursued or when pursuing something, you can run up to 250' per round for a number of rounds equal to your Constitution score, or until you fail a Constitution check.

The Rack: You may have a rack of horns if you choose. Roll 1d6. If the result is 5 or 6 your rack is huge and deals +1 damage on any hit. You can use a rack of any size as a defense, gaining -1 to AC during any round in which you only defend yourself. If you choose not to have a rack, add +1 to an ability score of your choice that isn't Dexterity.



Dog

Medium mammal

AC Mod: no adjustment

HD/hp: no adjustment

Move: 120' (40')

Abilities: +1 to Str or Con

Tooth and Claw: 1d6 bite; 1d3 claw

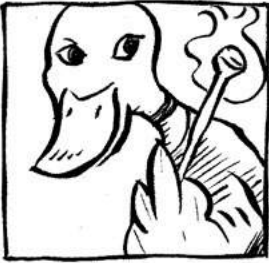
With a growl and a bark you announce your presence. You are always ready to defend and are loyal to the end.

Companion: If a friend is in danger, you gain +2 vs. fear spells or any mind-altering magic that would discourage you from helping them. You also get +2 to hit on the first attack intended to defend them.

Hound: If you can get the scent of any target, you can track them through most terrain with 80% skill, or 60% indoors. Each day since the target passed through an area reduces your chance by 10% to a minimum of 5%. If you are a Ranger your skill is 100% (though a roll of 100 always fails), or 80% indoors. You can keep moving 1d4 turns after requiring a rest with no penalty as long as you are tracking a target.

Intimidator: You are particularly good at scaring the crap out of people, gaining +1 on intimidation attempts. If you achieve surprise, your intimidation check is at +3.

Vicious Bite: Your bite has a reputation for pain. When you land a bite attack, the enemy must save vs. Paralysis or reel back in pain and shock, suffering -2 to hit on their next attack. When an enemy fails to hit you with an attack you can make an immediate bite attack at -3 to hit, dealing half damage.



Duck

Medium avian

AC Mod: no adjustment

HD/hp: d6 max

Move: 120' (40')

Swimming: 120' (40')

Flying: 240' (80')

Abilities: no adjustment

Tooth and Claw: 1d3

Your reputation as a truly grumpy mallard might be mistaken... or not?

Get Down: If you are in or within 5' of water, you can dive under in order to avoid an attack, even if you don't have initiative in the round.

Long Haul: You are capable of flying all day long and possibly all night. After 8 hours of flight you must begin making Constitution checks every turn. Once you fail, you must land or else pass out and fall from the sky in 1d4 rounds. You must rest at least 1 full day after such a flight or else suffer -2 on all attacks and saving throws until you get the full rest you need. You can only make a long haul flight if you are wearing no armor and carrying nothing heavier than a small pouch or a small weapon.

Lucky Duck: Once per day you can add your level to a single attack roll or saving throw, or treat an ability as 18 for the purpose of an ability check.

Quack Attack: With an angry barrage of irritated quacks that would make any respectable waterfowl blush, you can shock an enemy with your sudden fury. Such enemies must save vs. Spells or be afraid of your rage for one full round, unable to do anything but run or defend themselves. This can only affect up to 1d6 targets within 30' and cannot affect the same target twice. Those targets who succeed at the saving throw gain +2 to hit you for the first attack.



Elephant

Large mammal

AC Mod: -1 (Tough)

HD/hp: Min d8/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, +1 Con, +1 Int or Wis, -3 Dex

Tooth and Claw: 1d6 open hand; 2d4 tusks

You are huge, and probably very smart. But size can be a burden as well as a boon.

Brutal Charge: Your charge deals triple damage, but you must then waste

the next round's action to set up for a second pass.

Deep Memories: You remember most things without fail. You have a 4 in 6 chance of recalling small or incidental details that others will have forgotten.

Grind: If you hit a prone target, or hit a standing target with a natural 18 or higher, you can step on them, grinding for 2d8 points of crushing damage. Each round they must save vs. Paralysis in order to break free or else you grind again for the same damage. While doing this, all enemies gain +3 to hit you.

Size Issues: Even as Large creatures go, you are a big person. When traveling outside Elephant or Rhino lands, there is only a 1 in 6 chance that any given inn or other establishment of hospitality will have the proper furniture and accoutrements to accommodate your spacious frame. When walking on wooden structures or in wooden houses not suited for Elephants and Rhinos there is a 2 in 6 chance you will break the floor. Your hands are so big you can't effectively fight with a Small weapon and when using a Medium weapon you suffer -4 to hit. Finally, all weapons, armor, clothing, and other gear specifically made to suit an Elephant costs 3 times the normal price.

Trample: You can simply overrun a target, stomping them for 2d8 points of damage. But you must have at least 30' of room in which to do it.



Fossa

Medium mammal

AC Mod: -1 (Agile)

HD/hp: no adjustment

Move: 120' (40')

Abilities: +2 Dex, -1 to any one

Tooth and Claw: 1d6

You are an unusual critter, often mistaken for a Cat. But you have it on good authority from a distant aunt that there's a Mongoose in the family tree.

Balance: Your body is flexible and quick to respond. You are very hard to knock down, gaining +5 to saving throws vs. being knocked prone or knocked off any height (and you always get a save vs. Paralysis, if nothing else). You can ignore the first 10' of falling damage and can save vs. Paralysis to avoid the first 20'.

Furious Climber: You climb trees and other natural surfaces with 95% skill. You can do spectacular acrobatics in the trees or on walls and roofs with a simple Dexterity check.



Fox

Medium mammal

AC Mod: -1 (Quick)

HD/hp: d6 max

Move: 120' (40')

Abilities: +1 Cha, +1 to any other score

Tooth and Claw: 1d4

With a flash of your winning smile and red coat, you can steal the show. And maybe a bit more, if you are so inclined.

Cunning Tricks: You always have an ace up your furry sleeve. If you come up with a tricky plan or clever gibe and use it against an opponent, they must pass a saving throw vs. Spells (minus your Charisma modifier!) or be bamboozled and unable to act against you or your interests until the saving throw is made. This might be something as simple as a sleight of hand trick or a "Look, is that a singing dragon?" ruse. Only those rascally Rabbits are as smooth as you when talking Bull.

Cut and Run: When you need to get out of town, you can move fast and disappear with maddening ease. When running from enemies your running speed is increased to 150' and you can hide in thickets and underbrush with 95% skill (75% hiding skill in general wilderness).



Frog

Small amphibian

AC Mod: no adjustment

HD/hp: d4 max (re-roll 1s)

Move: 120' (40') Swimming: 90' (30')

Abilities: -1 Str, -2 Dex, +2 to distribute among any two scores

Tooth and Claw: 1d2

XP Bonus: 15%

You aren't the pretty one, nor are you the agile one. You're the one that hops awkwardly (not even as good as those pesky Rabbits) and makes an annoying sound. But hey, you got style. And as long as you don't croak out there you're gonna make the best of it.

Hop-a-long: At any time during a round, even if you don't have initiative, you can hop 10' in any direction. Enemies trying to hit a hopping Frog are at -3 to their attack rolls. If you hop outside your turn in the round, you cannot

act until the end of the round and you suffer a -2 on all attacks. Once you get going in a hopping motion with at least 40' of room to run, you can hop over ravines, moats, into trees, or just about anywhere the LL will let you. If this seems like a stretch of your abilities, you might have to pass a Dexterity check. Good luck.

Water Born: You feel at home in the water. In fact, you must immerse yourself in water or at least get yourself nice and wet at least once a day. Failure to do so reduces your Constitution by 1d4 points per day of dryness. The desert is not your friend. In the water you may stay immersed for a number of turns equal to your Constitution before coming up for a breath. When attacked with water (as in a water elemental), you take only half damage.

Tongue Action: You have a long tongue, good for catching juicy bugs and snatching the keys from a prison guard's belt. Make a Dexterity check for tongue action, subject to difficulty modifiers per the LL's wise discretion. Oh... and you can even try to poke someone in the eye by making a -4 attack roll. On a hit, they take 1 point of damage and can't see for 1d4 rounds.



Goat

Medium mammal

AC Mod: no adjustment

HD/hp: no adjustment

Move: 120' (40')

Abilities: +1 to any one score

Tooth and Claw: 1d4 bite; 1d6 horns

You are strong of hoof, loud of burp, and ready to butt heads with anybody.

Head Butter: You can charge like a Large critter using your horns. If you successfully charge a target, they are automatically knocked prone and suffer double damage. In close quarters you can head butt a target and knock them prone if they fail to save vs. Paralysis.

Iron Stomach: You are not a picky eater. In fact, you can eat nearly anything. On a Wisdom check anywhere in the wild or the city, you can forage up some grub that will sustain you for a day. Others may find your grub entirely inedible. Their loss. You get +4 to save vs. Poison for anything you eat or drink that might kill you or make you sick.

Rock Champ: You can climb rocky surfaces with 85% skill, and make impressive leaps over ravines or from wall to wall or roof to roof with a simple Dexterity check (within reason).



Gorilla

Large mammal

AC Mod: -1 (Tough)

HD/hp: d8 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, +1 Dex, -2 Cha

Tooth and Claw: 1d6

You ain't no chimp and you sure ain't no chump and whoever says otherwise gets a solid thump.

Display of Power: Thumping your chest and raging, you get +2 to intimidation rolls and +1 on your next attack roll if it comes within 1 round. Allies standing within 10' of you also gain this to-hit bonus if they act within 1 round.

Limb-from-Limb: If you hit a target in a barehanded attack with an adjusted roll of 18 or higher, you can grab the enemy in a brutal hold, squeezing and jerking and tugging at their body for 1d8 damage each round that they fail to save vs. Paralysis.

Tree Hugger: You are exceptional at climbing trees and rocks, climbing with 85% skill. This skill is 60% for vertical walls and does not include smooth, sheer surfaces.



Hawk

Medium avian

AC Mod: -1 (Feathers)

HD/hp: no adjustment

Move: 120' (40')

Flying: 480' (160')

Abilities: no adjustment

Tooth and Claw: 1d4 on ground; 1d6 in air

You are a bird of prey, a predator of the airways. While your smaller cousins favor acrobatic flying, you were made for moving fast and going in for the kill.

Eyes in the Sky: Your vision is keen and works in your favor from a distance. You can see three times as far as anyone else, seeing up to 80' even in darkness. When flying at night you can spot motion on the ground at nearly any range, though details may be faint at best. If you are targeted by magic

that affects your vision, you gain +4 to saving throws against it.

Flying Attacks: Your swoop attack gains +2 to hit and damage. Any other attack you make from the air gains +1 to hit and damage.



Hippo

Large mammal

AC Mod: -1 (Tough)

HD/hp: d8 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, +1 Con, -2 Dex

Tooth and Claw: 1d8 bite; 1d6 punch

You're roomy, with glistening wet skin and teeth that can crack a coconut. Some have called you a "water horse" — the nerve!

Big Chomp: You can chomp down on any item, including a target's armor, and on a natural hit roll of 18 or higher the item is broken. If the item is particularly hard or robust, such as plate mail or a hammer, you need to roll a 20. If it is a magic item, you must roll a 20 and the item gets a saving throw. If you bite an enemy with a natural 16 or higher you deal double damage.

Hunger Strike: Upon eating a big meal you can go 3 days without eating. For each point of Constitution bonus, add a day.

Water Dancer: When in the water you attack and make saving throws at +1.

Wet: You can hold your breath for up to 1 turn before drowning. You need to stay moist, suffering 1d2 points Constitution damage each day you go without wetting your skin. This damage is healed rapidly upon submersion at a rate of 1 point of Constitution per hour.



Kangaroo

Medium mammal

AC Mod: -1 (Bouncy)

HD/hp: no adjustment

Move: 120' (40')

Abilities: +1 Dex

Tooth and Claw: 1d4 bite; 1d6+1 kick

You are a hopping, boxing animal and if you happen to be a girl you've got a handy built-in pouch.

Kicker: You can kick in melee at +1 to hit. You can kick down doors as if you have a Strength score of 19.

Hopping: Your powerful legs allow you to hop along at 300' per round for a number of rounds equal to your Constitution score and leap 40' forward or 10' high.

Stout Tail: Your tail is strong, granting extra balance. You get +3 to saving throws against being knocked prone.



Lion

Large mammal

AC Mod: -2 (Prowess)

HD/hp: d8 min

Move: 120' (40')

Abilities: +1 Str, +1 Dex or Con

Tooth and Claw: 1d10 bite; 1d6 claw

Night Vision: 60'

Chase: When chasing a foe you run at 180' for a number of rounds equal to your Constitution score.

Ever Ready: You hear noises like a Thief and are only surprised on a 1 in 6.

Roar: Your roar is ferocious and adds +3 to intimidation rolls.

Savage Attack: If you hit a target with both claws, you can force them to the ground on a failed save vs. Paralysis. You can immediately bite for double damage. Each round the victim can be bitten again for double damage unless they succeed at the saving throw and escape. Other enemies gain +3 to hit you while you have someone pinned.



Lizard

Small reptile

AC Mod: -2 (Speed/Hide)

HD/hp: d4 max

Move: 150' (50')

Abilities: +1 Dex, -2 Str

Tooth and Claw: 1d2

XP Bonus: 20%

Small and quick, all the enemy may see of you is a streak of blue. Or green. Or whatever color you happen to be.

Climber: You climb any surface with 95% skill.

Flasher: You move very quickly in a pinch. If an enemy attacks you and misses, you may immediately move your full running speed in any direction as a reaction.

Sneaker: You move with stealth. You can hide anywhere with 75% skill and move silently with 50% skill. You can find a way into any building that isn't magically sealed by passing a Wisdom check, although the Labyrinth Lord may apply penalties if the structure was built to keep people in or out.



Mongoose

Medium mammal

AC Mod: -2 (Prowess)

HD/hp: d6 max

Move: 120' (40')

Burrowing: 30' (10')

Abilities: +2 Dex

Tooth and Claw: 1d4

You have a deserved reputation for speed and prowess, particularly against those nasty Snakes.

Serpent Slayer: When fighting any reptile, including dragons, you gain +2 to hit and damage. When fighting a Snake, monstrous or otherwise, you gain +4 to hit and damage. On a natural 20 vs. a Snake, the target must save vs Death or die instantly. You only gain your bonus vs. Snakes if you are fighting in light armor such as leather, otherwise the bonus is +1. You need your full speed to contend with those lightning-fast biters.

Tough Constitution: You get +2 vs. Poison and Breath Attack saving throws. You are immune to Snake venom and gain +5 to saving throws against all other Reptile venom.



Monkey

Medium mammal

AC Mod: no adjustment

HD/hp: d6 max

Move: 120' (40')

Swinging: 120' (40')

Abilities: +2 Dex

Tooth and Claw: 1d4

Screaming, jumping around, swinging by your tail... and leaving a trail of banana peels. Yeah, that's a pretty good description of what your kind likes to do.

Alarm: You are only surprised on 1 in 6. If the LL rolls for surprise and gets a 5 or 6, your monkey intuition is fast enough that you can issue a warning call to your teammates, granting everyone +1 on initiative.

Monkey Wrench: You have a lucky knack for totally screwing up the best laid plans. If your enemy has issued commands or plans an attack, or if they possess an item or contraption that is being used against you or your companions, you have a 2 in 6 chance of causing the plan or contraption or item to malfunction. You must describe some kind of nutty Monkey action to the Labyrinth Lord who will then interpret your babblings and decide what actually happens. Perhaps you pull a feather out of the magical feather cloak of the evil wizard, or you jump up and down on a clockwork doomsday device. You might just literally throw a banana peel and cause the enemy to slip and fall down. Why not?

The drawback to this ability is that if your own group has a plan, the LL can make a secret roll to see if you accidentally wreck that one too... there's a 1 in 6 chance!

Swinger: You can swing from ropes, chains, vines, roofs, and rafters with the greatest of ease. For you this is just another means of locomotion. If the going is tricky, such as when the rafters are on fire, you might need to make a Dexterity check. By dropping down on an opponent from the roof or trees, you surprise on a 3 in 6 and gain +2 to hit and damage. Gaining the treetop advantage is generally a movement that takes one round.



Mouse

Small mammal

AC Mod: -1 (Quick)

HD/hp: d4 max

Move: 90' (30')

Burrowing: 30' (10')

Abilities: +3 Dex, +1 Cha, -3 Str

Tooth and Claw: 1d2

XP Bonus: 20%

Small, quiet, and notoriously cute, you have some rather obvious talents for getting in and out of places without being noticed. This makes you an exceptional burglar, spy, or possibly even an assassin. But history is also full of brave Mouse warriors who stood up to evil despite their physical limitations.

Dodger: You are quick and can duck and tuck to avoid being hit. In any round in which you actively dodge without attacking, all enemies are at -2 to hit you and you gain +2 to saving throws against physical dangers such as breath attacks or poison darts.

Infiltrator: If you want in, you usually get in. By passing a Wisdom or Dexterity check you can find a way into most non-magically-sealed areas within 1 turn. The amount of time this takes depends on how tightly locked the area is. For most areas it's a matter of a few rounds.

Nibbler: You are an active chewer able to gnaw through rope, cloth, or sinew in 1d3 rounds. Handy for breaking free from the hangman's noose.

Skitter: You can run at 120' per round.

Stealth: You are so small and silent, you can move silently and hide anywhere with 80% skill and you surprise on a 3 in 6 when alone or with other Mice, Rats, or similar Small animals.



Owl

Medium avian

AC Mod: -1 (Feathers)

HD/hp: d8 max

Move: 90' (30')

Flying: 240' (80')

Abilities: +2 to distribute to Int and Wis

Tooth and Claw: 1d6

Night Vision: 50'

You're so wise! Wait, who said that?

Avian Mouser: When you attack Small Size creatures from the air, you gain +1 to hit and damage.

Eyes of the Night: In darkness you can detect secret doors, traps, and hidden objects on a 3 in 6 roll. Your awesome eyes are protected by multiple eyelids that grant you +3 to saving throws against any gaze attacks or spells that target vision.

Talinator: If you hit a target with your talons by rolling a natural 18 or higher, you can squeeze and rend them for a further 1d6 points of damage.



Panda (Giant)

Large mammal

AC Mod: -1 (Fluffy)

HD/hp: d6 min/+1 hp per level

Move: 120' (40')

Abilities: +1 Str

Tooth and Claw: 1d6

You're stout and quick. And so fluffy! But strong. And fluffy! Oh, and you really need to work on trying new foods.

Hugger: When you make a successful unarmed attack of a natural 16 or higher, you may grab your opponent in a bear hug. Each round you can squeeze for 1d6 points of damage plus Strength modifier. The target may attempt a save vs. Paralysis at the end of each round to break free. While you are hugging, opponents gain +3 to hit when attacking you.

Picky Eater: You like bamboo. You like it so much, you eat tons of the stuff. You carry it with you at all times; each day you go without it, your

Constitution drops by 1 point. You can try to eat other foods, which taste like dirty Monkey butts, but you do what you gotta do. After eating other foods, if you pass a saving throw vs. Poison you will not lose Constitution points that day. Better find some bamboo.

Tree Buddy: You climb trees with 85% skill, but when climbing walls or other surfaces your skill is reduced to 55% (unless you are a Thief, of course).



Penguin

Medium avian (flightless)

AC Mod: no adjustment

HD/hp: d6 max

Move: 90' (30')

Sliding: 150' (50')

Swimming: 180' (60')

Abilities: +1 to any two ability scores, -2 Dex

Tooth and Claw: 1d3

XP Bonus: 5%

You are black and white with a proper soft coat; no piebald nonsense for you. On the ground you move a bit slow and aren't very elegant. But when you hit the water watch out!

Slip Slide: On a frozen, wet, or slick surface you can slide at high speed, knocking down anyone in your path on a failed saving throw vs. Paralysis.

Wet Works: From a submerged position, you can suddenly exit the water and surprise enemies on a 4 in 6 roll. Anyone trying to grab your wet body is at -5 to hit for 1d4 rounds (air dry!). You can stay underwater without needing to breathe for up to 2 turns.



Pig

Medium mammal

AC Mod: no adjustment

HD/hp: no adjustment

Move: 120' (40')

Abilities: +1 Con, +1 to any one

Tooth and Claw: 1d4

The rumors say you are a real slob. But that's not necessarily true. Sure, you can sometimes be sloppy, and you do enjoy your meals with relish, but you're clean as a whistle and you got skills that should be taken seriously.

Guts: You are brave, gaining +1 to saving throws against fear effects. You also have strong guts, granting you +2 to save vs. Poison.

Rooter: You have an amazing honker that can detect, identify, and root out scents and their owners on a 4 in 6 roll. This ability also lets you find secret or hidden doors, traps, or hidden objects on a 3 in 6 roll. Finally, you can literally smell magic on a 2 in 6 roll if you are within 5' of it.

Wild Moves: If you take a -2 to Charisma you can be a Wild Pig, bearing tusks and increasing tusk damage to 1d8. As a Wild Pig, you can charge your enemies. On a charge scoring 18 or higher, the target is knocked prone (Large opponents get a save vs. Paralysis).



Polar Bear

Large mammal

AC Mod: -1 (Tough)

HD/hp: d8 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, -1 Dex

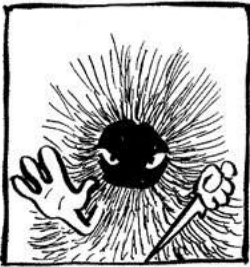
Tooth and Claw: 1d10 bite; 1d6 claw

You are the great white beast. Everyone knows to respect you.

Epic Hugger: When you hit with unarmed attack roll of 16 or higher, you may grab your opponent in a bear hug. Each round you can squeeze for 1d10 points of damage. The target may attempt a saving throw vs. Paralysis at the end of each round to break free. During such a hug, all enemies gain +3 to hit you.

Ice Moves: You are accustomed to moving around on the ice and suffer no movement or agility-based penalties when running, walking, or fighting on slick surfaces. If you get at least a 40' running start you can slide into an enemy or group of 1d4 enemies, knocking them prone if they fail a save vs. Paralysis.

Smeller: Your nose is quite sensitive and you can detect scents within 500' (1000' outdoors) on a roll of 4 in 6. You can even smell through sheets of ice up to 10' thick! If the scent is familiar you will know what it is on a 5 in 6 roll; otherwise, you can identify the general nature of strange odors on a 2 in 6 roll. You can track creatures by their scent using this ability as long as the scent is not older than your Wisdom score in hours. If you are a Ranger, make that days.



Porcupine

Medium mammal

AC Mod: -2 (Quills)

HD/hp: d6 max

Move: 120' (40')

Burrowing: 30' (10')

Abilities: +1 to any two ability scores

Tooth and Claw: 1d4 bite; 1d4+1 claw

You have a sticky reputation, but if people stick it out they find you aren't so prickly. Unless you are.

Quills: You have a coat of sharp quills. Whenever an enemy grabs you, is hit by your unarmed attack, or hits you with an unarmed attack, there is a 3 in 6 chance that some quills will become embedded in their skin. This causes 1 point of damage and -1 to all attack rolls and saving throws until they take 1 round to remove the spines. This effect is cumulative.

Self-Quilling: If you fail an unarmed attack or fall more than 10', you have a 1 in 6 chance of quilling yourself. If you are unwise enough to apply poison to your quills, an act known to be attempted by daring Porcupine Assassins, self-quilling becomes a more serious problem.

Tail Tickler: You can use your tail in an aggressive attack pattern, gaining +2 to hit for one round and imposing a penalty of -1 on the target's next attack roll. Nobody expects the tail. This only works once per enemy.



Rabbit

Medium mammal

AC Mod: -1 (Quick)

HD/hp: d6 max

Move: 120' (40')

Burrowing: 60' (20')

Abilities: +1 Dex, +1 to any one ability score

Tooth and Claw: 1d3 bite; 1d4+1 kick

Hopping around is your thing and has gotten you out of a few scrapes. In fact, you have heard rumors that some wizards would pay good gold for your feet... without the rest of you attached! But they are out of luck.

Hoppy: Your natural agility and powerful legs allow you to run at 150' per round and change direction rapidly. These quick moves are befuddling to your enemies and impose a penalty of -3 to hit you as long as you aren't attacking in the same round. If you run away, their penalty goes up to -4 on those silly "opportunity attacks". You can perform impressive leaps in any direction by passing a Dexterity check. If the distance jumped is more than 15', the LL will probably hit you with some penalties to your check.

Tricky: You have a silver tongue and a sharp wit. When meeting strangers, you get a -1 benefit on reaction rolls, except from Foxes and Cats (they just aren't sold by your charms). When you smooth-talk a person in a way that seems fairly innocuous, such as reducing the price of goods, there is a 4 in 6 chance you'll be successful. But in order to pull the wool over their eyes on bigger matters, the LL will make a reaction roll, adjusted by your charming Charisma modifier and an additional -1 bonus because, well... bunny.

Tunnel Escape: You can burrow away at double burrowing speed for 1d4 rounds... for when you need to make a hasty retreat. But the ground must be soft to do it! Rocky soil will foil your plans.



Raccoon

Medium mammal

AC Mod: no adjustment

HD/hp: no adjustment

Move: 120' (40')

Abilities: +2 Dex

Tooth and Claw: 1d4

Wearing a mask doesn't make you a better bandit... but it doesn't hurt either.

Delicate Handwork: You are quick with your hands, picking pockets and snatching small items with a simple Dexterity check. Having quick hands gives you +1 to hit while unarmed or using a light weapon such as a dagger or sap. You can increase this bonus to +3 by making lightning fast attacks, but your damage is reduced by half.

Foraging: You are a survivor. You can find food, shelter, and water for yourself in typical environments in 1d3 turns. In extreme conditions, such as in deserts or frozen wastes, you need to pass a Wisdom check and spend three times as long looking for sustenance. You can find enough food and water for an additional person for every 2 additional turns spent foraging.



Rat

Small mammal

AC Mod: no adjustment

HD/hp: d6 max

Move: 120' (40')

Abilities: +1 Dex, -1 Str, -2 Cha

Tooth and Claw: 1d3

XP Bonus: 10%

While your little cousins are cute and have twitchy noses, you are kind of a jerk with a wriggly, creepy tail. Or at least that's how people perceive you.

Backstabby: Regardless of your class, you are sneaky enough to backstab like a Thief.

Chewy: Your powerful teeth can chew through rope, sinew, and cloth in 1 round. You can chew through tougher fibers or even soft metals in 1d6 rounds, per LL discretion.

Nasty Reputation: People don't usually trust Rats. It's unfortunate, but you have a penalty of 2 on all reaction rolls from NPCs who don't already know you — even other Rats.

Paranoid: Thanks to not being trusted, you find it hard to trust others. You have a 2 in 6 chance to detect poisons in food or on weapons, or to detect lies and misdirection. This does not apply to magical illusions and *charm* spells.

Sneaky: You are very quiet, moving silently with 70% skill and hiding in the shadows with equal precision. You are able to surprise on a 3 in 6 when alone or with other Rats, Mice, or similar small critters.



Rhino

Large mammal

AC Mod: -2 (Tough)

HD/hp: d8 min/+1 hp per level

Move: 120' (40')

Abilities: +2 Str, +1 Con, -2 Dex, -2 total to any two other ability scores

Tooth and Claw: 1d6 punch; 1d8 horn

You have the look of a grizzled vet. When you come running... look out.

Thick-Skinned: Your hide is very tough. When hit with weapons that are Size Small, you take half damage. Needles, such as from a blowgun or dart trap, have a hard time penetrating your skin. Attacks from these types of weapons are at -3 and your saving throws against them are rolled at +3. You also gain +2 to saving throws against poisons that are delivered through the skin.

Thunderous Charge: You can charge your targets, dealing triple damage on a hit. Those hit by your charge must save vs. Paralysis or be knocked 20' back and fall prone. If this attack results in a modified roll of 20 or higher, you have impaled the target on your horn and may sling the enemy up to 20', dealing 1d6 damage per 10' thrown. You can also charge a general area and bowl over 1d6 enemies if they fail to save vs. Paralysis. This type of charge deals no damage. In either case, it requires one round to set up for a second charge.



Sheep

Medium mammal

AC Mod: -2 (Wool)

HD/hp: d8 max

Move: 120' (40')

Abilities: +1 to any two ability scores

Tooth and Claw: 1d3

XP Bonus: 5%

You might be the fluffiest adventurer that ever existed. Even if you are *baaad* to the bone.

Wool Coat: Your thick wool grants you +2 to saving throws against fire or ice based damage, but -1 vs. electricity. If you use lightning magic you deal +1d6 damage.



Skunk

Medium mammal

AC Mod: no adjustment

HD/hp: no adjustments

Move: 120' (40')

Abilities: -2 Cha, +1 to any two ability scores

Tooth and Claw: 1d3

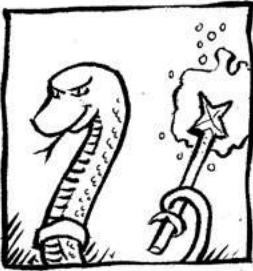
XP Bonus: 10%

They look at your stripe with awe... but flee from your stink with oooo.

Cornered: You are not fond of being bullied or bothered. When you are attacked in melee by a superior enemy (more HD or larger size), you gain +1 to hit and damage against that enemy.

Stinker: You can issue a foul, lingering stink as a 20' radius cloud or a 30' concentrated spray. Anyone in the cloud must save vs. Poison or be choked up, gagging and unable to speak, attack, or do anything significant other than run away for 1d6 rounds. As a concentrated spray you may target a single creature that must save vs. Poison or be knocked out for 1d6 rounds. Upon waking up, the creature must succeed at another saving throw or be unable to act for 1d6 more rounds. Anyone affected by your stink has the lingering smell for 1d4 days, causing a penalty of 3 to reaction rolls.





Snake

Medium reptile

AC Mod: -2 (Hide/Prowess)

HD/hp: no adjustments

Move: 90' (30')

Swimming: 120' (40')

Abilities: +2 Dex

Tooth and Claw: 1d4 bite

Oh my, how people distrust you. If you hear “snake in the grass” one more time you’re gonna tail-whip somebody.

Armor Fitting: Your serpentine body makes typical armor useless to you. You must find armor designed for Snakes... an expensive affair.

Bad Reputation: Regardless of your actual alignment or intentions, you suffer a penalty of 2 on any reaction rolls from NPCs that don’t already know you — unless they are Snakes, of course. If it is known or suspected that you have venom and will use it, you have a penalty of 4 to reaction rolls.

Constricting Habits: If you are not a venomous Snake and you have a Strength score of 12 or higher, you have the ability to constrict. On a successful unarmed attack, you wrap your body around the target and squeeze for 1d6 damage. Each round the victim must save vs. Paralysis to break free of your hold, subtracting your Strength modifier from the saving throw. If they fail, you inflict constricting damage. While constricting, other enemies gain +2 to hit you.

Deft Manipulation: Though you lack hands, you have developed a fantastic ability to use your tail and mouth to manipulate objects. In normal situations you are able to move and maneuver as well as any bipedal person who is missing an arm. You can even use a bow by pulling the string with your teeth, though at a -3 penalty to hit. When using a bow, you may never fire more than one arrow per round.

Lightning Strike: If you give up your initiative and go last in a round, you can focus a strike on a single target and gain +2 to hit. If you are undetected and within melee range, you may strike an enemy and deal double damage like a backstabbing Thief. If you are an actual Thief, your backstab deals triple damage.

Slitherer: When wearing nothing more than leather armor, you can slither into tight crevices, through shut doors or windows, or into other hard-to-access places by passing a simple Dexterity check. If the target is a locked room or magically sealed area, the Labyrinth Lord may impose a penalty on your Dexterity check, or may declare that the room cannot be accessed by slithering into it.

Venomous Bite: If you are not a constricting Snake you can have a venomous bite. When you bite a target you can choose to deliver venom instead of full bite damage. The victim of such a bite takes 1 point of bite damage and must save vs. Poison or suffer the effect of your venom. To determine the nature of your venom, roll on the table below. You may take any choice equal to or less than what you roll, or you may simply assume your venom is a class 16 poison. Note that having more lethal venom reduces your Charisma and constrains your alignment choices.

SNAKE VENOM TABLE

d100 Roll	Poison Class (AEC pg. 143)	Charisma Adjustment	Alignment Restrictions if Venom Used
1-60	16	-1	None
61-75	17	-2	None
76-95	18	-3	Non-Good
96-99	19	-4	Evil only
100	20	-5	Evil only



Squirrel

Medium mammal

AC Mod: -1 (Quick)

HD/hp: d6 max

Move: 120' (40')

Abilities: +2 Dex

Tooth and Claw: 1d3

XP Bonus: 5%

When there is need for skill you've probably got some squirrelled away.

Acrobatic Moves: You are fearless as you climb, jump, and leap from limb-to-limb or wall-to-wall. Make a Dexterity check to do amazing aerial stunts and death-defying jumps.

Climbing: You can climb almost any surface as well as a Thief. If you are a Thief, add 5% to your skill.

Gnawer: You have big front teeth that can chew through ropes and fibers, including wood, twice as fast as other critters.

Swishing Tail: In melee, you can use your tail to confuse an enemy who fails to save vs. Spells. Such confusion causes a -2 to hit against you until the saving throw is passed. The same enemy will not fall for this twice.



Stoat

Small mammal

AC Mod: no adjustment

HD/hp: d6 max

Move: 120' (40')

Abilities: +1 Dex, +1 to any one ability score

Tooth and Claw: 1d4

Night Vision: 20'

You slink along, long and lean, not always popular in many scenes. When winter comes and your white coat shines, you see the jealousy in their eyes.

Invader: You are an expert at opening doors, locked or otherwise, and getting into places you aren't supposed to. You have a 4 in 6 chance of finding a way into any room that isn't magically locked, as long as there exists a non-magical way in. If it is trapped, you have a 3 in 6 chance of avoiding the trap. These chances are in addition to any Thief skill rolls you may have.

The Harder They Fall: You have a habit of taking on enemies that are bigger than you and you gain +1 to hit and damage when doing so.

Winter Coat: In the winter your fur turns snow white and you can hide in snowy or icy environments with 85% skill as long as you aren't moving or attacking. People often ask why you change your look. They should just ermine their own business.

Unscrupulous wizards covet your winter fur, which they can transform into magical cloaks or shoes. Such magic items, tainted with the blood of your people, are particularly distasteful to you. Fur hunters are your biggest enemies and when fighting them you are at +2 to hit and damage.



Tiger

Large mammal

AC Mod: -1 (Prowess)

HD/hp: d8 min

Move: 120' (40')

Abilities: +1 Str, +1 Dex, -1 to any two

Tooth and Claw: 2d6 bite; 1d6 claw

Night Vision: 60'

Brutal Takedown: If you hit an enemy with an 18 or higher result, you can bear them to the ground and deal double damage. Each round they must

save vs. Paralysis minus your Strength modifier to break free. If they fail, you may automatically deal bite damage or make another attack at +4 and deal double damage on a hit. While you are pinning an opponent all other enemies gain +3 to hit you.

Ever Ready: You hear noises like a Thief and are only surprised on a 1 in 6.



Turtle

Medium reptile

AC Mod: -3 front/-6 rear (Natural armor)

HD/hp: no adjustment

Move: 90' (30')

Swimming: 90' (30')

Abilities: +2 Con, -2 Dex

Tooth and Claw: 1d3

Night Vision: 40'

Sure, you're a bit slow. But anything worth doing is worth taking your time to do, right?

Armor Fitting: Armor made for Turtles is rare and expensive, but no other armor will work.

Careful Shot: If you spend one round aiming or planning an attack, you gain +1 to hit and damage. Patience is a virtue.

Introvert: You can tuck into your own shell, improving your AC by 4. This must be your only action during the round and you cannot perform any other actions, including movement, until you come out of your shell.

Stubborn Bite: If you hit with a bite attack scoring a 16 or higher, you can latch onto your opponent, dealing double damage. Each round they must pass a save vs. Paralysis to break free. Each round they fail the roll, you deal bite damage without making an attack roll, but you cannot move or take any other actions. While holding this bite, all opponents gain +3 to hit you.



Wolf

Medium mammal

AC Mod: no adjustment

HD/hp: d6 min

Move: 120' (40')

Abilities: +1 to any two ability scores

Tooth and Claw: 1d6 bite; 1d4 claw

Night Vision: 30'

From the scruff of your neck to the pads of your feet, you are the romantic subject of every Bard expressing her inner animal nature. Rightly or wrongly, you are seen as the original wild animal who can't be tamed by the fineries of civilization.



Howler: You can issue a haunting howl from a distance, causing your enemies a -1 to hit for their first attacks against you and your allies. You shake their nerves!

Loyalty: You gain +4 to saving throws against magic or other effects that would cause you to betray your friends and allies. When acting in direct defense of an ally you gain +1 to hit and damage and +1 to saving throws for 1d3 rounds.

Pack: When coordinating attacks with allies you gain +1 to hit for 1d6 rounds. You must actively engage in coordinated attacks to gain this advantage, requiring at least 1 turn of planning prior to the battle.

OPTION: RANDOM CRITTERS

Everyone loves to "roll up" a character. You might want to take that one step farther and roll up your animal race too. First, roll your ability scores as normal. Then roll on the table below for a random race. This table is also handy for the Labyrinth Lord to use when random NPCs are encountered, though it gives no preference to any race over another. It's quite *eagle*-itarian.

RANDOM ANIMAL TABLE

Roll	Animal	Type	Roll	Animal	Type
1-2	Armadillo	Mammal	51-52	Hippo	Mammal
3-4	Baboon	Mammal	53-54	Kangaroo	Mammal
5-6	Badger	Mammal	55-56	Lion	Mammal
7-8	Bat	Avian/Mammal	57-58	Lizard	Reptile
9-10	Bear	Mammal	59-60	Mongoose	Mammal
11-12	Bird	Avian	61-62	Monkey	Mammal
13-14	Bull	Mammal	63-64	Mouse	Mammal
15-16	Cat	Mammal	65-66	Owl	Avian
17-18	Chameleon	Reptile	67-68	Panda	Mammal
19-20	Cheetah	Mammal	69-70	Penguin	Avian (Flightless)
21-22	Chicken/Rooster	Avian (Flightless)	71-72	Pig	Mammal
23-24	Cow	Mammal	73-74	Polar Bear	Mammal
25-26	Coyote	Mammal	75-76	Porcupine	Mammal
27-28	Croc	Reptile	77-78	Rabbit	Mammal
29-30	Crow	Avian	79-80	Raccoon	Mammal
31-32	Deer	Mammal	81-82	Rat	Mammal
33-34	Dog	Mammal	83-84	Rhino	Mammal
35-36	Duck	Avian	85-86	Sheep	Mammal
37-38	Elephant	Mammal	87-88	Skunk	Mammal
39-40	Fossa	Mammal	89-90	Snake	Reptile
41-42	Fox	Mammal	91-92	Squirrel	Mammal
43-44	Frog	Amphibian	93-94	Stoat	Mammal
45-46	Goat	Mammal	95-96	Tiger	Mammal
47-48	Gorilla	Mammal	97-98	Turtle	Reptile
49-50	Hawk	Avian	99-100	Wolf	Mammal

PART FOUR: HOKUS-PORKUS



Most magic items and spells function the same for critters as they do for humans and elves. Where a spell or item calls out humans, elves, dwarves, or some other standard race, the Labyrinth Lord must use good judgement to determine the effects on animals. As rule of thumb, it is helpful to think of animal races as “flavors” of humans rather than fifty new demi-human races.

Below are some new spells and magic items that generally address animals directly and may be useful in a cartoon animal game.

SPELLS

The art of magic might take on some new flavors with talking animals in the mix. Here are some new spells to spice things up.

C=Cleric, D=Druid, I=Illusionist, M=Magic-User

Ahkme's Catalog

Level: I1 or M1

Duration: Special

Range: Special

Little is known about the mysterious wizard or conclave of wizards known as Ahkme, except they make really useful stuff. By means of this spell, a Magic-User or sub-class may send a missive (and at least 25 gp) by way of a small magic bird to the hidden laboratory of Ahkme. The message describes a problem and asks the genius (or geniuses) of Ahkme to send an item to help deal with it. The bird takes 1d6 turns to fly back to the caster, bearing a package from Ahkme. The contents of the package will vary wildly depending on the need of the caster, per the random table below. The player should roll 1d20 on the table, adding +1 for every additional 25 gp sent. The magic bird can carry an infinite amount of gold.

AHKME DELIVERY TABLE

d20 Roll	Package Contains
Up to 2	The package explodes upon opening, dealing 1d6 rounds of stunning damage. A cloud of smoke forms the word "cheapskate".
3-4	A note comes attached to a rock. The note reads "Just throw this, cheapskate".
5-11	Ahkme sends a rudimentary single-use magic item vaguely fitting the needs of the caster. It is not impressive and fails on a 4 in 6 with a loud bang.
12-14	Ahkme sends a proper magic item fitting the needs of the caster that can be used 1 time. It fails on a 3 in 6 with a loud bang.
15-17	As above, but the item can be used 1d3 times. It fails on a 2 in 6 with a loud bang.
18-19	As above, but the item is custom-designed for the specific purpose the caster has in mind. It fails on a 1 in 6 with a loud bang.
20+	As above, and the item cannot fail. Includes a coupon scroll for 5 gp off the next purchase.

Arid Breath

Level: M3
 Duration: Instant
 Range: 20'

The wizard blows a hot wind in a 30' x 30' cloud that rapidly dries all creatures and items within it. This deals 1d6 points of damage to most creatures. However, Amphibians take 3d6 points of damage and Aquatics (any creature of the waters) must save vs. Death or die. All pools of water or open containers are rendered dry as is any exposed liquid inside the cloud.

Birds of a Feather

Level: M5
 Duration: Instant
 Range: See below

The wizard prepares a feather for each character to be affected by this spell (up to 1 per level). When the spell is cast, those carrying a feather are magically drawn to the caster's location across a distance up to 100' per level. No natural barrier can block this magical teleportation, though a character may discard their feather if they do not wish to be summoned. If the caster is an Avian creature, its targets are allowed a saving throw vs. Spells in order to penetrate even magical barriers.

SPELLS

Chameleon's Gambit

Level: M2 or I2

Duration: 1 turn

Range: Self

The caster snaps fingers or utters a whisper and instantly blends into their surroundings, becoming nearly invisible with 85% hiding skill. If the caster is a Chameleon, this spell will make them entirely undetectable, even by magical means.

Digger

Level: D3 or M3

Duration: 1d4 turns

Range: Touch

This spell grants one target the ability to burrow at 240' (80') per round through any non-solid matter such as dense earth or rocky soil.

Down to Earth

Level: M2

Duration: 1 round per level

Range: 100' per level

The wizard targets up to 1 HD of Avians per level. If they fail to save vs. Spells, they lose the ability to fly for the duration of the spell. If they are mid-flight, it could be a really bad day for the victims because not even wings and feathers will reduce falling damage.

Downwind

Level: D1 or M2

Duration: 1 turn

Range: 120'

This spell hides the scent of 1d4 creatures per caster level so that nothing can smell them without magical aid.

Ears

Level: M2

Duration: 2 turns

Range: Touch

The recipient of this spell can hear noises within 120' without fail. The ears of the target grow visibly larger until the duration ends.



Feral Guise

Level: D3

Duration: 1 turn per 3 levels

Range: Self

The Druid taps into ancient, primal memories of her ancestors and becomes a seemingly unintelligent, savage force of nature. During this time, she cannot cast spells or even communicate. She fights unarmed, gaining +3 to hit and damage per strike. Her attacks are so vicious and fast that if she hits a target with a roll of 16 or better, she can make another attack. She gains 1d4 additional temporary hit points per level and regenerates 1d4 hit points per round. She gains +4 to saving throws against any mind-affecting spells. Once the spell's duration is over she will be exhausted, requiring a rest of at least 1 turn or else suffer -2 to all attacks and saving throws.

Flying Feathers

Level: M3

Duration: 1 day per level

Range: Touch

By means of this spell, a wizard can enchant a feather so that the person carrying it may fly, as the spell, one time. The spell lasts 1 turn, but if multiple feathers are carried the duration is extended 1 turn per feather. Each feather is good for one day per caster level and withers after a single use. Feathered wizards may not use their own feathers without losing their own ability to fly.

Hot Blooded

Level: M3

Duration: Instant

Range: 10' per level

The wizard points to a single Avian or Mammal target and the target must save vs. Death or die as their warm blood starts to boil.

Licking Wounds

Level: D1

Duration: Permanent

Range: Touch

The Druid literally licks a wound, causing the wounded party to heal 1d4+1 points of damage. Obviously this spell is used on oneself most often, but when a friend is in need...

SPELLS

Mouth of the Gator

Level: D2 or M3

Duration: 1 round per caster level

Range: 60'

When this spell is cast, the recipient's mouth increases in size and width and gains many sharp teeth. They may then make bite attacks at +2 to hit, dealing 2d10 points of damage per strike. If a natural 16 or higher is rolled on a successful hit, the chomper locks their teeth onto the target and deals 1d10 points of damage per round until the victim saves vs. Paralysis to break the hold. An item may be chomped and, on a failed item saving throw, broken.

Old Spirits

Level: I2 or M2

Duration: 1 day per level

Range: Touch

This spell allows the caster to turn any liquid in any container into a delicious random alcoholic beverage. The number of containers affected is 1d4 per caster level. If the caster desires a particular type of drink, such as red wine or corn liquor, she may select a single container and focus only on it to get what she wants. This spell is said to be the most important tool in a wizard diplomat's kit.

Prayer to Nature

Level: C5 or D5

Duration: See below

Range: None

This chant takes 1 hour to perform and must be done outdoors. The Cleric communes with various nature spirits, beseeching them to lend aid in a time of need. The spirits will answer 1d4 questions, lend the use of one spirit warrior, or transport the Cleric to any natural location within 100 miles per caster level.

If questions are asked, the spirits have a 5 in 6 chance of knowing the answers and will never lie. If a question is extraordinarily hard to answer, such as revealing the secret password that grants entry to a wizard's tower, there is only a 2 in 6 chance that the spirits will know.

If a spirit warrior is requested, then the creature will take on a random animal form (see page for the random table) with HD equal to the caster's level. The spirit will be able to fly at 240', become invisible at will (per the spell), and easily pass through non-magical barriers like a fog. It will possess

only natural weapons, but they will function as magic weapons for the purpose of hitting enemies that are immune to non-magical attacks. The spirit warrior will remain in the Cleric's command for as long as it lives, as long as the caster takes no actions that would offend the spirits, or until 24 hours have passed. It will obey without question.

After casting this spell, the Cleric gains +1 to all saving throws for 1 turn per caster level.

Rabbit's Feet

Level: M2

Duration: 1 turn per level

Range: 30'

This spell grants up to 1 target per caster level the ability to run at double their normal speed and leap 60' in any direction. The recipients' feet become enlarged and resemble those of a Rabbit for the spell's duration.

Rhino Rage

Level: M3

Duration: 1 round per caster level

Range: Touch

The recipient of this spell increases in bulk to one Size larger and gains +3 to Strength. They may charge enemies for quadruple damage and can only be knocked down by failing to save vs. Paralysis.

Shadow of the Bear

Level: M2

Duration: 1d6 rounds

Range: 40'

This spell transforms the shadow of one target into a shadowy bear form that can attack with a claw/claw/bite routine for 1d4/1d4/1d6 points of damage. If either claw attack hits with a natural 18 or higher, the shadow bear will hug the target for 2d6 points of damage each round until a save vs. Paralysis is made. Any bright light will instantly dispel the bear shadow, but otherwise it cannot be attacked.



Spirit of the Wolf

Level: C4

Duration: 1d6 rounds

Range: See below

The Cleric howls in an otherworldly voice. Allies within 1 mile know instinctively where the caster is located and can find them unerringly. They also gain +2 to hit and to saving throws for the duration of the spell. Enemies or those opposed to the Cleric's deity or alignment that are within 500' suffer -2 to hit and to saving throws for the duration of the spell. Furthermore, they must pass a saving throw vs. Spells or be unable to act against the Cleric or their allies.

Tip the Scales

Level: M1

Duration: Instant

Range: 10' per level

The wizard casting this spell targets 1 Reptile per level of experience. Targets must save vs. Spells or be knocked prone and flipped onto their backs.

Void

Level: M3

Duration: 1 turn per level

Range: 240'

The wizard points his finger at a space of up to 40 cubic feet and that space becomes a void... a space without air or water or any substance whatsoever. Any creature moving through such space will be unable to breathe, taking 1d6 points of damage per round until dead or until they escape the void. If the void is made in the sky, fliers within the area will fall. If the void is in water, creatures swimming through it will fall. Any natural fire within the void is immediately extinguished.

MAGIC ITEMS

Here are a few animal-specific magic items to use in your R&R games. They might come in handy.

All-Fitting Armor: This rare magic armor will resize itself and change its shape to fit the wearer. When discovered, roll 1d6. On a result of 1 the armor carries a +2 magical bonus. On a 2-5 the bonus is +1. On a roll of 6 it is +1, but cursed! Cursed All-Fitting Armor, once donned, cannot be removed except by a remove curse spell. The type of armor found is randomly determined per the table below. About 10% of randomly discovered magic armor will be of the All-Fitting type.

Bouncing Ball: Some trickster wizard created this small, red ball that bounces so wonderfully that anyone seeing it must save vs. Spells or be unable to look away until the saving throw is made or the ball is captured. Catching the ball is an attack roll against AC -1. Dogs and other canines such as Wolves have a -5 penalty to the saving throw to resist the Bouncing Ball.

Bamboo Sack: A rare and prized item among the Panda people, this sack produces one day's worth of bamboo rations for a single Panda. The bamboo produced has some unpredictable properties. Each time it is consumed the LL must roll 1d6. On a 1 the bamboo will heal 1d6+1 hit points of damage or restore 1d6 points of lost Constitution. On a 6 it will make the Panda sick, causing it to have -1 to attack and saving throws for 1d4 turns. Bad bamboo will taste no different to the eater.

Blowgun of Quills: This is a Blowgun +1 that fires 1d4 Porcupine quills per blow, each dealing 1 point of damage. The quills are magical and automatically fire without being loaded. For every 4 quills that hit, the target suffers -1 to hit and saving throws until they spend 1 round removing the quills. A Porcupine using this item can fire twice per round if they do not move in the same round. The blowgun's range is equal to that of a short bow.

RANDOM ARMOR TABLE

d100 Roll	Armor Type
1-9	Banded
10-20	Chain
21-36	Leather
37-52	Padded
53-54	Plate
55-63	Ring (AC 7)
64-76	Scale
77-85	Splint
86-99	Studded Leather
100	Character's Choice

MAGIC ITEMS

Chameleon's Charm: This small rainbow-colored necklace, usually bearing the smiling face of a Chameleon, allows its wearer to become invisible exactly like a Chameleon. This charm is created by kidnapping an actual Chameleon and stealing its camouflage ability, making the necklace quite distasteful in the wrong company. No good person would wear this necklace.

Danglestring: Some wicked wizard invented this 3' length of rainbow-colored string to mesmerize and befuddle Cats and any other curious onlookers. When the string is dangled, waived, or otherwise moved in the air within 20' of onlookers, each person must save vs. Spells or be completely entranced, unable to do anything but chase the string. Each attempt to catch the string is an attack roll made against AC -5. Once hit, the string is grabbed and the spell is broken for all onlookers. Cats of all types have a -9 penalty to saving throws against this magic item.

Ermine Cloak: This snow white coat is made from the fur of a Stoat in winter and grants its wearer two magical benefits. First, the wearer is invisible in snow or icy environments as long as they are still, and they have a 60% chance of not being seen when moving. Second, the wearer is immune to cold-based attacks. These cloaks are very rare and valuable, but due to the murderous nature of their origins, only those of evil alignment gain any benefit from wearing them.

Ermine Shoes: These white shoes are made from the winter coat of a Stoat and grant their wearer the ability to move silently with 90% skill in snow and ice, leaving no trace of their passage. Only those of evil alignment may use these shoes.

Eye of the Tiger: This is an amber gemstone bearing a striking resemblance to a Tiger's eye. It can be worn around the neck or on a head piece. Three times per day it will grant the user a Strength score of 18 and the ability to make two claw attacks per round at 1d8 damage each, followed by a bite attack at 2d6 damage. The gem will also grant its user 10 temporary hit points. All of these effects last 3 rounds. Each time the gem is used the wearer must rest at least 1 turn or suffer -2 to attacks and saving throws until rest is taken. This item can only be used by Small or Medium creatures.

Hippo Balm: This reddish balm is made from the natural excretions of Hippo skin and will reduce all heat and fire damage by 50%. It must be re-applied

after absorbing an attack. A container holds 4 dabs. It takes 1 dab to cover a Small creature, 2 dabs for a Medium creature, and 4 dabs for a large creature. When used by a Hippo, the balm absorbs 100% of heat and fire damage.

Kangaroo Boots: These magic boots allow the wearer to kick for 1d8 points of damage and leap 20' in any direction. Oddly, any Kangaroo wearing these boots is unable to hop and has an effective Dexterity of 7.

Mail of the Winged Warrior: This suit of Chainmail +1 is literally light as a feather and causes no penalties to flight when worn by a Small Size flier. About 2 in 6 suits of this rare armor will fit a larger bird such as a Crow or Hawk. If the wearer is hit by a magical attack that specifically targets Avians, the armor has a 50% chance of disintegrating.

Ring of Ahkme: This gold ring allows its wearer to cast ahkme's catalog as often as he likes. However, the cost in gold pieces is double the normal cost per casting. If insufficient funds are sent, the ring disintegrates with a loud bang.

Ring of Air Breathing: This magic ring allows sentient aquatic creatures to walk on land and breathe air. Such creatures must maintain their moisture or else lose 1 point of Constitution per hour until dead. Aquatic creatures must return to the water at least once per day or else the ring stops working. Lost Constitution returns at the rate of 1 point per hour upon moisturizing.

Ring of Land Dwelling: Akin to the Ring of Air Breathing, this magic ring allows sentient Aquatics to breathe air and dwell on land. The ring goes a step further in that it maintains the user's moisture. This ring allows creatures to remain on land for up to 1 week at a time, then they must return to the water for at least 1 day.

Serpent's Shield: A rare item of great value to Snakes, this shield requires no hands to use. Instead, it hovers near its owner, darting around to block incoming blows and granting a -3 AC advantage. When targeted with a dispel magic spell, the Serpent's Shield will lose its power for 1d6 rounds. If the shield is grabbed by a would-be thief, the user must pass a saving throw vs. Spells in order to hang on to it. If the saving throw is successful, it is impossible for the same thief to ever take the shield. The shield only works while the user is awake and aware. It can be commanded to guard the rear instead of the front and sides. Only one such shield can work for the user. A Serpent's Shield can be used by any type of character.

Wand of Slaying: These rowan wands are capped with a tiny skull resembling the skull of the creature the wand was designed to destroy. Each Wand of Slaying is enchanted to target a certain type of enemy, randomly determined per the table below. The wand will zap a creature of its purposed type within 60' with a bolt of black lightning that deals 6d6 points of damage. The targeted creature may save vs. Wands for half damage. Each wand has 1d6 charges. Once all charges are used, the wand turns to dust.

Winged Shoes of Feather

Falling: A rare and coveted pair of soft leather shoes, these magical booties have a few special properties available to those who learn the command word. They sprout wings and grant the ability to fly, like the spell, once per day. They create the effect of a feather fall spell when the magic word is uttered, always focused on the wearer. And finally, they allow the wearer to leap 40' in any direction. But those wearing these shoes are treated as Avians as well as their actual animal Type, allowing Avian-targeting effects to target them.

WAND TARGET TABLE

d20 Roll	Target Creature
1	Amphibians
2-3	Aquatics
4-5	Avians
6	Constructs
7	Divine (including angels and clerics)
8	Giants
9-10	Goblinoids (goblins, orcs, kobolds)
11	Infernal (demons & devils)
12	Insectoids
13	Magical (including wizards)
14-16	Mammals
17	Nature spirits (dryads, satyrs, elementals)
18	Oozes and Slimes
19-20	Reptiles



PART FIVE: MONSTERS MUNDANE AND MENACING



As mentioned earlier, the idea of a Turtle with a pet turtle or a Dog walking a dog is a bit jarring for some people. Here follows a short sampling of various wild creatures and beasts of burden to help mitigate that problem. Oh, and there are some nasty monsters too, of course.

DOMESTIC AND BENIGN

Catoblepas, Domestic (Cowtoblepas)

Large domestic mammal

No. Enc: 1d20

Alignment: Neutral

Movement: 60' (20')

Armor Class: 8

Hit Dice: 3

Attacks: 1 tail attack

Damage: 1d4

Save: F3

Morale: 7

Hoard Class: Nil

XP: 65

Originally bred from the monstrous catoblepas, the domestic version has lost its dreaded gaze attack. But the instinct remains, and this cranky beast will often stand still and glare menacingly at those who seem to threaten it. The creature's agile tail is capable of packing a wallop, though the bony mace-like feature has become a soft, fleshy blob. Regardless of all the softening of this once-feared monster, it remains incredibly foul to smell. About 1 in 6 people cannot tolerate the smell and will be nauseated by it (-1 to hit and saving throws for 1d6 turns).

MONSTERS

Domestic catoblepas are often called “cowtoblepas” because the females of the species produce delicious, nutritious milk from which can be made a popular cheese called catobreepas, or breep for short.

Milk Beetle

Medium domestic insectoid

No. Enc: 2d20

Damage: 1d4

Alignment: Neutral

Save: F3

Movement: 60' (20')

Morale: 6

Armor Class: 4

Hoard Class: None

Hit Dice: 3

XP: 50

Attacks: 1 bite

This 4' long bug weighs about 200 pounds and is quite slow and docile. It has been bred over many generations to produce a pungent silver milk that tastes a bit like fermented mud but delivers a high dose of nutrition. Milk beetle milk is prized among farmers for its longevity (good for 90 days at room temperature or longer if chilled) and the ease with which many forms of cheese can be created from it. It also doesn't hurt that the meat of a milk beetle is tender and goes nicely with melted butter.

About 1 in every 100 milk beetles gives magical milk. This special milk will heal 1d6 hit points of damage or will restore 1 point to a lost ability score per glass or cup consumed. It is used in various religious ceremonies in farming communities.

Slug, Farm

Large domestic slime

No. Enc: 1d6

Damage: 1d4

Alignment: Neutral

Save: F3

Movement: 60' (20')

Morale: 9

Armor Class: 8

Hoard Class: None

Hit Dice: 3

XP: 50

Attacks: 1 bite

The 6' long farm slug is employed by farmers to do various chores from fertilizing fields to pulling plows. These creatures leave a trail of nutrient-rich slime wherever they crawl, leading to better crop yields. They do not like the sun and are generally used at night or on cloudy days. These creatures are revered in the farming community where it is considered bad luck to do them harm. They are never eaten.

Toopas*Small wild mammal*

No. Enc: 6d6

Alignment: Neutral

Movement: 150' (50')

Armor Class: 7

Hit Dice: 1/2

Attacks: None

Damage: None

Save: 0 level

Morale: 3

Hoard Class: None

XP: 1

The diminutive toopas is a bald-skinned, two-legged, forest-dwelling beast with multi-colored spots across its tiny body. It eats bugs and leaves and enjoys not being eaten by other animals. However, toopas possess three qualities that make them highly desirable for dinner. First, they reproduce incredibly quickly so that a single pair of toopas will produce hundreds of offspring in a year. Second, they seem to have very little going on in the brain department. In fact, the leading cause of toopas deaths is from accidents such as walking off of cliffs or meandering into rivers (they cannot swim). Lastly, the toopas just tastes so darn good. Each forest causes a different variety of the toopas to emerge, each with a unique and delicious taste.

CHIMERAS

What happens when two or more animals are mashed up? Chimeras! These rare monsters are created through magic, curses, or divine interventions. All chimeras are magical in nature.

Bat-Duck*Medium monstrous avian/mammal*

No. Enc: 1d4

Alignment: Neutral

Move: 120' (40')

Swimming: 120' (40')

Flying: 240' (80')

Armor Class: 7

Hit Dice: 2+1

Attacks: 1 gaze or kick

Damage: 1d4 or special

Save: F2

Morale: 8 (12 at nest)

Hoard Class: VI

XP: 83

This chimera appears as a duck with bat-like wings and red eyes. It will attack anyone coming near its nest by flying overhead and blasting them with its gaze attack: a 60' red beam of annihilation. The target must save vs. Death or die! The bat-duck can blast enemies three times per day. When it has exhausted this attack, it will resort to swooping down and kicking for 1d4 points of damage per strike. Bat-ducks have 25% immunity to magic and possess wild animal intelligence.

Elefennec

Medium monstrous mammal

No. Enc: 1

Alignment: Chaotic Neutral

Movement: 150' (50')

Armor Class: 4

Hit Dice: 3+3

Attacks: See below

Damage: See below

Save: M9

Morale: 7

Hoard Class: VII

XP: 205

This strange creature looks like a miniature furry elephant with oversized ears and the paws of a sloth. It is capable of casting spells as a 5th level Illusionist and enjoys using its powers to play pranks and cause havoc. It is generally benign and will not attack out of malice, though it is easily frightened and will attack in self-defense.

The elefennec generates body heat at a rapid rate and the heat is vented through its enormous ears. In the cold, frosty mist can be seen emanating from the creature's ears like two smoking chimneys. The creature has several means of attacking to defend itself. Its claws deal 1d6 points of damage each and it can attack with them twice per round. The trunk of the elefennec can issue a blast of heat energy in a 20' long spray that deals 3d6 points of fire damage to all targets in front of the creature that fail to save vs. Breath Attacks. Finally, the creature can punch with its trunk for 1d4+1 points of damage per strike. Those hit by the punch must save vs. Paralysis or be paralyzed for 1d6 rounds.

If an elefennec can be tricked or deceived, it will delight in the ruse and grant the trickster one random gift rolled on the table below. The gift is blown out of the creature's nose.

ELEFENNEC GIFT TABLE	
d6 Roll	Gift
1	1d20 gp
2	1d20 pp
3	1d6 gems
4	1 magical scroll with 1d4 spells
5	1 random potion
6	1 random miscellaneous magic item

Rattlerat (Rat-Snake-Mongoose)*Medium monstrous mammal/reptile*

No. Enc: 1d6

Alignment: Chaotic Evil

Movement: 90' (30')

Armor Class: 5

Hit Dice: 4+1

Attacks: 1

Damage: 1d4 bite or by weapon

Save: F4

Morale: 11

Hoard Class: VI

XP: 365

The chimera known as rattlerat is the creation of an evil wizard and is usually employed to defend a tower or other den of wickedness. The rat-snake-mongoose hybrid has a long, hairy body with the head of a rat and the venomous fangs of a snake. It will bite 25% of the time in close combat, using a weapon for all other attacks. Those bitten must save vs. Poison or lose 1d6 points of Con each round until the saving throw is made. This damage heals naturally at a rate of 1d6 per turn. The rattlerat has the speed of a mongoose, surprising on a 3 in 6 roll and gaining +2 to hit vs. all Reptiles. If this creature hits a Small opponent such as a Mouse or Rat with a natural 20, it swallows the victim, dealing 1d8 points of damage per round or until the victim is freed. These creatures are immune to sleep, charm, and hold spells.

Turtle Dove*Large monstrous avian/reptile*

No. Enc: 1d4

Alignment: Neutral (evil)

Movement: 90' (30')

Flying: 240' (80')

Armor Class: -1

Hit Dice: 6+2

Attacks: See below

Damage: See below

Save: F6

Morale: 10

Hoard Class: IX, XI

XP: 1280

It's a bird the size of a lion... and it has a turtle's shell. Amazingly, this bird flies very well. Even more amazing, it has the ability to breathe fire exactly like a red dragon, dealing damage equal to its current hit points (save vs. Breath Attacks for half). The beast can also use its claws for 2 attacks per round dealing 1d6 damage each and peck with its serrated beak 1 time per round for 1d10 points of damage.

A magical creation, the turtle dove can be destroyed by casting dispel magic or remove curse upon it.

MOUNTS

Bawk

Large avian mount

No. Enc: See below
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 3+2
Attacks: 1 or 2

Damage: 1d8 (beak) or 1d6+2 (claws)
Save: F3
Morale: 10
Hoard Class: Nil
XP: 135

The bawk is a Large chicken-like creature that has been domesticated into a reliable mount. The bawk's ancestor, the dreaded cockatrice, left some impression on its modern descendent in that, while the bawk has no gaze attack of its own, it is utterly immune to all forms of gaze attacks. Bawks also possess exceptional vision that allows them to see in pitch blackness, including magical darkness.

Bawks run on two powerful legs and have two wings, though they cannot fly. Their beak is sharp and tough, able to deal 1d8 points of damage per strike. If a bawk is locked in melee, it will use its huge claws 50% of the time, attacking twice for 1d6+2 points of damage each. A rider who isn't properly trained in mounted combat must save vs. Paralysis or fall off if his mount fights in this way.

Most bawks are bred for battle or risky endeavors and are rarely used as casual mounts. Bawk feathers range in color from snow white to jet black. Bawks with red feathers (about 5% of the breed) are more aggressive, dealing +2 points of damage per strike. Such bawks are prized and cost at least twice as much as others of the breed.

Bawks rarely run from danger. They are large enough to carry riders as big as an Elephant, though at half their movement rate.

Bawks cost 300 gp at most stables. Barding is difficult to fit and hard to find. Only 1 in 6 stables will have it available and the cost is 500 gp.

Snailadon*Large slime mount*

No. Enc: 1d4

Alignment: Neutral

Movement: 60' (20')

Movement With Rider: 180' (60')

Armor Class: 0/8

Hit Dice: 5+1

Attacks: 1 bite

Damage: 1d8

Save: F5

Morale: 10

Hoard Class: None

XP: 460

The snailadon is a saber-fanged snail with a huge shell on its back. It grows up to 10' long. Though they can be found in the wild, they are usually bred and enchanted for riding. A snailadon moves very slowly on its own, but under the guidance of a skilled rider it can triple its natural speed.

The shell of a snailadon is extremely hard, granting it an AC of 0. But the soft flesh of its body is easily pierced and thus has an AC of 8. When scared or commanded to do so, the creature can withdraw fully into its shell to protect its sensitive bits. Also, special barding can be purchased to improve the creature's vulnerable AC. The shells of these creatures are often painted with various symbols, usually indicating their ownership or loyalty to a certain king or queen. The snailadon is the mount of choice for many knights.

A skilled metalworker with the aid of a wizard can use the shell of a snailadon to produce a Shield +1 or Plate Mail +1, either of which will also grant +1 to saving throws vs. Breath Attacks. Snailadons cost at least 400 gp and barding costs 200 gp, if it can be found.



MONSTERS

Tallit

Small, Medium, or Large mammal mount

No. Enc: 1d10

Alignment: Neutral

Movement: 180' (60')

Armor Class: 8

Hit Dice: 1 per Size category

Attacks: 1 bite or kick

Damage: 1d4

Save: F1 to F3

Morale: 6

Hoard Class: Nil

XP: 10/20/50



Tallits are lithe, deer-like creatures that have been tamed for riding. Tallits are common in cities and on farms. They are docile beasts that lack any real battle prowess and are not used in combat by sane riders. They are timid and will run from danger most of the time.

Tallits can carry a rider of their own Size category or two riders of a lesser Size. A Large tallit can carry up to 4 Small riders. A Small tallit costs 3 gp, a Medium costs 5 gp, and a Large costs 10 gp.

Zard

Medium reptile mount

No. Enc: 1d10

Alignment: Neutral

Movement: 150' (50')

Armor Class: 7

Hit Dice: 1+1

Attacks: 1 bite

Damage: 1d6

Save: F1

Morale: 6 (see below)

Hoard Class: Nil

XP: 15



A zard is a domesticated lizard-like beast with two powerful legs and a low body that can move with great speed and steadiness. Domesticated zards are used as mounts to carry riders from place to place or even into combat. Zards are bred in a few varieties and can typically carry riders as big as a Lion or Tiger. They are often cantankerous and stubborn. They are naturally skittish, with a base morale of 6. The zard's rider adds their Wisdom and Strength modifiers to the animal's morale.

A standard zard costs 10 gp. Zards trained for battle have a base morale of 8 and 2 HD and cost 100 gp or more. Barding for zards typically costs 200 gp. The rare flying zard flies at a speed of 240' (80') and costs at least 1000 gp. Zards can carry a rider and equipment across most terrains for two hours before requiring a rest of at least 1 turn. After 10 hours of travel the zard must rest at least 4 hours or else suffer 1d4 points of damage per hour and slow to half speed.

Zard, Hulk

Large reptile mount

No. Enc: 1d4	Damage: 1d10
Alignment: Neutral	Save: F7
Movement: 120' (40')	Morale: 8
Armor Class: 6	Hoard Class: Nil
Hit Dice: 7+2	XP: 500 (900 if venomous)
Attacks: 1 bite	

The hulk zard is a large, striped mount fully twice the size of a typical zard. These zards were bred by crossing a zard with a type of giant snake, resulting in an unpredictable but powerful beast capable of carrying larger riders such as Rhinos and even Elephants. Hulk zards must be broken in by their rider for at least one week prior to taking any lengthy journeys. About 10% of hulk zards have a poisonous bite that deals double damage on a failed save vs. Poison. These mounts can carry twice the weight of a typical zard but must rest just as often.

This section includes optional rules, notes, and ideas for the Labyrinth Lord to consider when running an R&R campaign.

APE-INDEX

ARMOR AND WEAPONS

Roll on the tables below to determine the Size of weapons and armor discovered in play. Armor has a 1 in 6 chance of being special, per the Specialty Armor table below.

**ARMOR AND WEAPONS
TABLE I: SIZE**

d6 Roll	Size of Armor or Weapon
1-2	Small
3-5	Medium
6	Large

Animal Specific Armors

Armors designed for a specific animal will cost 1d4 times the normal price at any given market.

Armadillo: Designed to accommodate Armadillo natural armor and allow for “balling up”.

Snake: Fitted only for Snakes, allowing for full movement.

Turtle: Fitted for Turtles, allowing full movement and retraction of limbs.

Specialty Armors

The following armors are always magical and will only function for animals of their Type. The specific enhancement beyond that given below should be determined by the Labyrinth Lord.

Amphibian: Amphibian armor keeps the body as moist as necessary at all times.

Avian: Avian armor is designed to be light and comfortable, adding no encumbrance.

Mammal: Mammal armor is light and adds 10' to movement.

**ARMOR AND WEAPONS
TABLE II: SPECIALTY ARMOR**

d100 Roll	Specialty Armor
1-3	Amphibian
4-28	Armadillo
29-31	Avian
32-34	Mammal
35-37	Reptile
38-62	Snake
63-87	Turtle
88-91	Burrower
92-94	Swimmer
95-97	Slider
98-100	Armor of Choice

Reptile: Reptile armor regulates body temperature and reduces damage from cold or heat by 50%.

Burrower: Burrowing speed and night vision is increased by 10'.

Slider: Sliding attacks, such as those of a Penguin, gain +2 to hit and target's saving throws against falling down are rolled at -2.

Swimmer: Swimming speed is doubled.

Armor of Choice: This magic armor changes to fit anyone who puts it on and matches their animal Type. If they have a special movement, the armor enhances it per the specialty armors listed above.

ANIMAL SPECIAL ABILITIES

The special abilities of some animals present certain challenges for the Labyrinth Lord that can catch you off guard...

Flying

Don't assume that a simple wall will prevent the PCs from seeing what lies over it. Flying critters can fly *all the time*, not just when they cast a spell. They will use this ability to reconnoiter the heck out of trails, ruins, castles, courtyards, ravines, and anything else that can't be seen from the ground. To make such scenarios more challenging, you should always think about range and vision! Any monster with a brain and the ability to pull a bowstring should give a nosey Bird something to think about. In fact, considering the greater number of average people that can fly in a world of talking animals, there should be a proportionally greater chance that wandering monsters will have bows, crossbows, blowguns, throwing stars, darts, and even grappling hooks.

An illusion is another way to put a bother in the bonnet of a flying critter. The party's Crow flies over the walls of a ruin and sees only a barren interior of broken rock thanks to the evil wizard's magic illusion. When the squad of blowgun-shooting kobolds attacks, the feathered flier will be caught off guard.

Burrowing and Swimming

As with flying, these alternate means of locomotion tend to bypass barriers that give walking PCs a problem. A good swimmer can go under the moat and find entrance to the castle through some kind of drain. A burrower can find a way under most walls, and so forth.

But what if the swimmer discovers that the clear liquid surrounding the castle of the evil wizard is topped with oil? It will be fun to come up for air in a firestorm.

And perhaps the wicked Lord of Yon Keep knows good and well that pesky burrowers can get under most walls. He may over-design and build his walls as deep as they are high... or deeper still! And let's not forget how annoying it would be for an Armadillo digging under the Divine Temple of Death to trip an ancient *mud to stone* trap.



Sneaking Around

A lot of critters are really good at moving with great stealth. The party's Mouse Thief is going to infiltrate most places with ease... unless the designers of said places keep such facts in mind. Even clever Mouse Thieves are not immune to clever traps. Perhaps knowing that such burglars are afoot, evil wizards and lords would plan accordingly, designing many small traps intended for small infiltrators.

For example, the inner walls of a building might be inhabited by ravenous bugs or wild rodents magically trapped within the walls. A small burglar trying to gain access through the walls may be in for a real fight. Likewise, clever placement of thin strings attached to small bells can foreshadow a really bad day as well.

Charging and Bashing

Players with critters that charge will, at some point, test the limits of their physical abilities by bashing into the scenery. This is all to the good. Let those Bulls charge the doors, knock 'em down, and charge the china shop too. But you can also mess with them; after all, china shop owners in a funny animal world will be aware of such hazards! Imagine the head-ringing that would occur when the party's Rhino smashes horn-first through a wooden bar only to find that the wood is layered over an anvil.

Venom

Rarely, a player may choose a Snake PC with deadly venom. Let them. Deadly venom comes with the caveat that any PC using such venom is necessarily of evil alignment. Having an evil PC can be a fun challenge. Suddenly any righteous quests become more... complicated. The Cleric or Paladin may be annoyed most of the time, or they may wind up killing the PC. And that can be fun too, as long as all the players understand and are sports about the whole thing. Might want to discuss that up front...

Mess with your Snake PCs by sending bounty hunters after them. Some regions of the world might have a sort of "shoot on sight" rule about Snakes (and maybe Rats too). Doesn't make it right, but it does make it fun. Also, Assassins and dark wizards love some poison and may pay bounty hunters to acquire it... by any means necessary.



CLASS OPTIONS AND IDEAS

Below are some options and ideas for running Advanced Edition Companion classes with cartoon critters.

Assassins

The 5% penalty for disguising as another race applies to similar races, such as a Mouse disguised as a Rat or a Badger disguised as a Raccoon. The Labyrinth Lord might want to increase the penalty for various scenarios due to the variety of animal types. If the Assassin is disguising itself as a creature that looks quite different, such as a Turtle disguised as a Cat, the penalty should be increased by at least 20%. A single jump in Size Category should carry a 20% penalty as well. Attempting to disguise as a creature of two Sizes difference may be deemed impossible. However, in the spirit of “there’s always a chance”, the LL might allow a roll anyway - but perhaps it would take a 01 to pull it off! A Bat Assassin disguised as an Elephant? Go for it.

Fighters

Small critters who are Fighters suffer quite a setback on hit points. They generally have an impressive XP bonus to offset this, but that might not feel like enough. It might be a good idea to allow such PCs to re-roll 1s for hit points. Another option is to reduce the XP bonus by 10% and allow them to use a d6 HD.

Rangers

Rangers have a nice damage bonus against goblinoids and giants. But not all R&R campaigns will feature such monsters. Rangers may come into contact with a variety of animal races far more often than most of these monsters. Consider allowing PCs to choose “favored enemies” to which they can apply their damage bonus. I suggest allowing them to pick 5 specific monsters or races or choosing 1 or 2 categories such as “dog-like” or “snake-like”. Avoid allowing the player to select an animal Type, such as mammals, because that way leads to an overpowered Ranger!

Rangers are only surprised on 1 in 6 and so are various animals, such as Cheetahs. If you have such an animal PC who chooses to be a Ranger give them the benefit of only being surprised on a 1 in 8. A Chameleon Ranger is still only surprised on a 1 in 8.

Thieves

Many animals are capable of great stealth, which makes the Thief’s stealth

skills seem less impressive. If such animals choose to be Thieves, consider granting them an additional 10% bonus to percentile skills that overlap with their racial abilities. For example, the Mouse has an 80% chance to move silently. A Mouse Thief would have a 90% chance.

MONSTER MASHING

There are some fun things you can do with monsters when you have a world of talking animals.

Chimeras

The chimeras described in the monster section are the tip of the iceberg. What about a wolf with a pig head or a snake with rhino horns and bat wings? That's weird. Use chimeras (mixtures of animals) as monsters that challenge the PCs' assumptions. You can mix such creatures and grant them one animal ability per animal part. So the wolf-pig, for example, might sniff out the PCs wherever they hide and then grunt-howl to summon other wolf-pigs.

You can also give them other, weirder abilities just to mix things up. Perhaps the wolf-pig chimera has a gaze attack that kills on a failed saving throw. Harsh... but it will keep the players on their toes. Also, what if your campaign world venerates chimeras as divine creatures sacred to the gods? It is not legal to kill them, and anyone doing so is considered to be evil. What then will the party do with the murderous marauding rhino-monkey?

Humanoids

In a game without humans the word "humanoid" can still be used to describe things like goblins, orcs, and ogres.

Giants can appear exactly as they do in the Labyrinth Lord monster lists. You can also mix them up, giving them giant sized animal forms. However, keep in mind that one of the characteristics of a giant is its ponderous form. A giant Monkey seems a little strange, especially if it is agile. But wouldn't that be cause for alarm among any self-respecting party of self-interested adventurers?

And of course it is not outside the scope of fantasy to mix humans and talking animals. Perhaps the humans and animals are at war. Or maybe the humans are distant people long thought to be extinct. It could also be that the humans are more like neanderthals, living primitive lives and seen as brutes by the cultured talking animals.

Lycanthropes

This might seem a little strange. Classic lycanthropy means humans that turn into various animals, usually becoming evil monsters in the process. But in a world where animals are the people, what exactly do they turn into? There are probably lots of interesting ways to handle this and preserve the idea of lycanthropy even in a world of talking animals. Here is one suggestion.

Random Lycanthropy: When a character is bitten or clawed by a lycanthrope and suffers half their hit points in damage, they will be infected with the disease and become a lycanthrope 2d6 days later. The type of animal transformation that occurs should be randomly rolled, not based on the creature that infected the character. In lycanthrope form, the character takes on the characteristics of the new animal but with 2 HD per Size category (2 for Small, 4 for Medium, and 6 for Large). If a save vs. Spells is failed, the character becomes an evil monster transforming under the light of a full moon. Such characters will be bloodthirsty and their evil will consume their personality if a second saving throw is failed. If this is a PC, the character becomes an NPC until cured or killed.

If the saving throw is made, the character maintains their normal mental faculties and alignment when not transformed but becomes a monster upon transforming. If the saving throw is made with a natural 20, the character simply transforms into a different animal under a full moon but maintains their mental faculties and alignment without difficulty.

Lycanthropy can be cured by a cure disease spell cast by a Cleric of level 11 or greater. All other limitations and considerations presented in Labyrinth Lord's description of lycanthropes should be observed as well.

Undead

We normally think of skeletons and zombies as human corpses. However, in a R&R campaign there probably are no humans! The zombies and skeletons will have animal forms. When you use hordes of undead keep the random critter table from PART 3 of this book handy. Your players are going to ask you what kind of undead forms they are facing. Undead Apes? Tigers? Mice?? Roll it up on the spot. And don't roll for every single creature. If you have 10 skeletons, there's nothing wrong with making them all Dogs or all Monkeys. There's also nothing wrong with saying that their original forms are indeterminate. It's fantasy... you can have weird skeletons.

It is also fun to lend some of the original animal's abilities to the undead version. For example, the skeleton of a Mongoose might instantly attack the

party's Snake PC, gaining a bonus to hit. Or a Rabbit zombie might make some spectacular leaps, catching the PCs off guard. Imagine a horde of Mouse zombies moving even more silently than normal zombies! When doing this, choose only one of the original animal's special abilities. Don't go overboard.



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Remember when four-fingered talking animals wielded magic swords, cast spells, and fought demons? No? Well grab your *Labyrinth Lord* and dice because you're about to enter a world of properly wild critter crawls! Herein you will find rules for running funny animal campaigns including rabbits, ducks, mice, lions, bears, fossas, and many more!