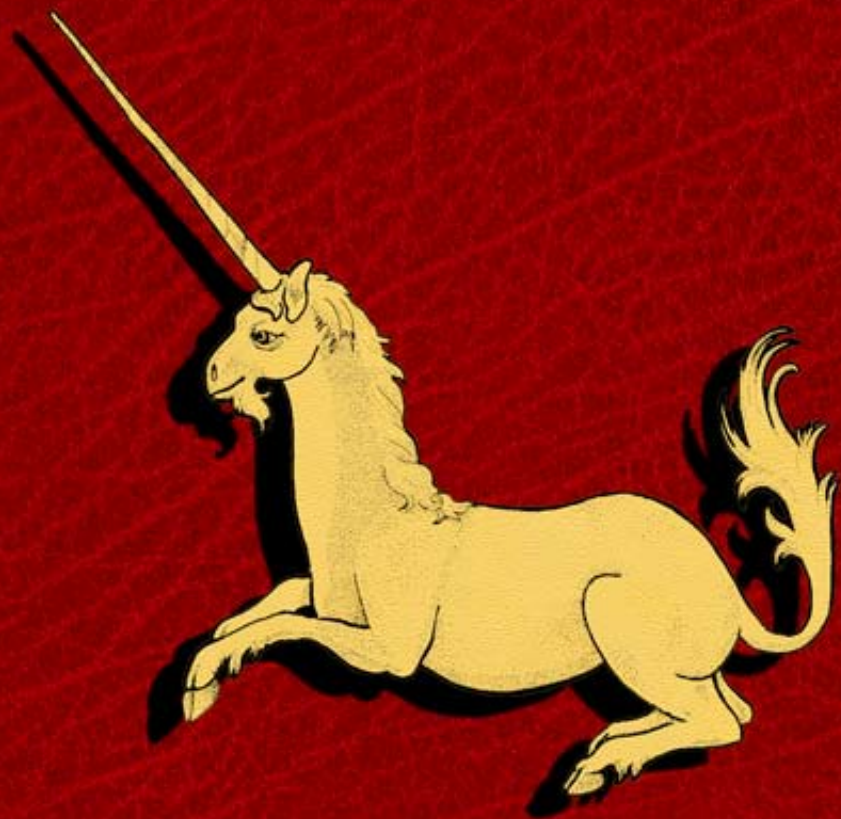


Compatible with  
**LABYRINTH LORD** and  
Basic Edition games

Goblinoid Games

# LABYRINTH LORD

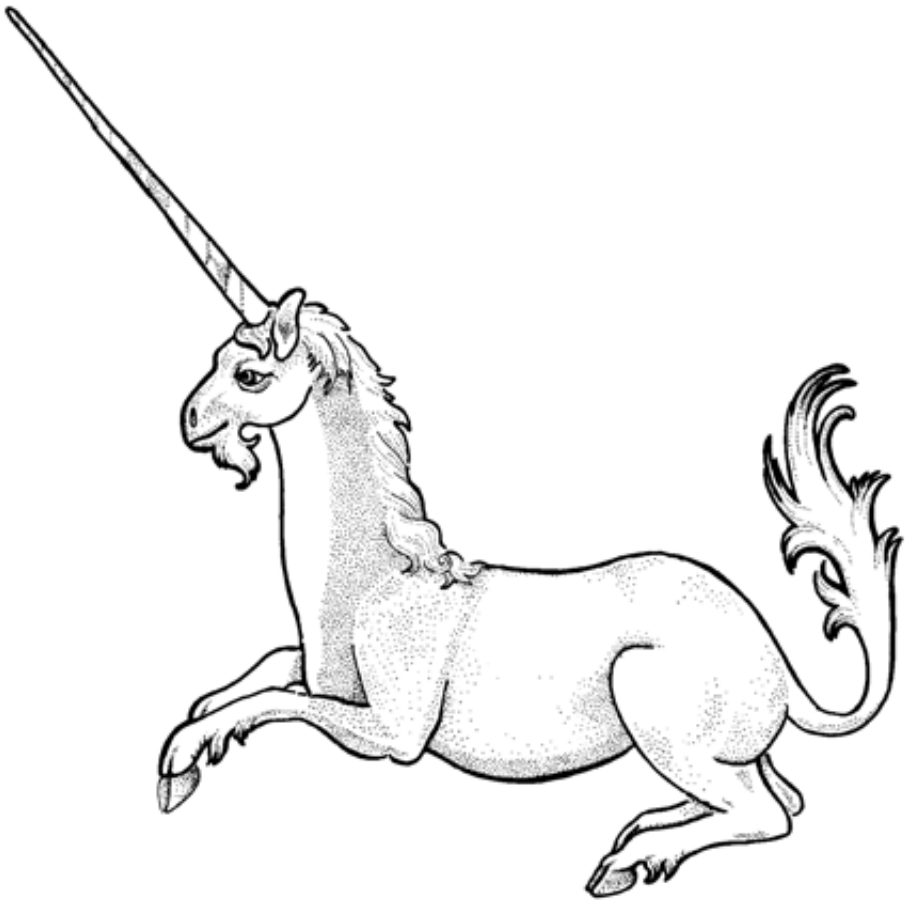
## Monster Listing



*A reference list of monsters from  
the LABYRINTH LORD fantasy role playing game*

**LABYRINTH LORD**

# Monster Listing



A reference list of monsters from  
the LABYRINTH LORD fantasy role playing game

Written and compiled by Daniel Proctor

Layout by Daniel Proctor

Cover design by Daniel Proctor



◆ Copyright 2007 Daniel Proctor ◆ Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor ◆ This product is released under the terms of the Open Game License Version 1.0a, Copyright 2000, Wizards of the Coast, Inc.

[www.goblinoidgames.com](http://www.goblinoidgames.com)

# Table of Contents

<b>A</b> .....	<b>8</b>
Ant, Giant .....	8
Ape, Albino .....	8
<b>B</b> .....	<b>8</b>
Baboon, Higher .....	8
Basilisk .....	8
Bat, Normal.....	8
Bat, Giant.....	8
Bear, Black.....	8
Bear, Grizzly.....	8
Bear, Polar .....	8
Bear, Cave .....	8
Bee, Giant Killer .....	9
Beetle, Giant Fire.....	9
Beetle, Giant Spitting .....	9
Beetle, Giant Carnivorous.....	9
Black Pudding.....	9
Blink Dog .....	9
Boar.....	9
Bugbear.....	9
<b>C</b> .....	<b>9</b>
Camel .....	9
Carcass Scavenger .....	9
Cat, Mountain Lion.....	9
Cat, Panther .....	9
Cat, Lion.....	9
Cat, Tiger.....	9
Cat, Sabre-tooth Tiger.....	9
Centaur .....	9
Centipede, Giant.....	10
Chimera .....	10
Cockatrice .....	10
Crab, Giant.....	10
Crocodile, Ordinary.....	10
Crocodile, Large .....	10
Crocodile, Giant.....	10
Cyclops .....	10
<b>D</b> .....	<b>10</b>
Demon Boar.....	10
Djinni .....	10
Doppelganger .....	10
Dragon, Black.....	10
Dragon, Blue .....	10
Dragon, Gold.....	10

Dragon, Green .....	10
Dragon, Red .....	11
Dragon, White.....	11
Dragon, Sea.....	11
Dragon Turtle .....	11
Dryad .....	11
Dwarf .....	11
<b>E.....</b>	<b>11</b>
Efreeti .....	11
Elemental, Air .....	11
Elemental, Earth.....	11
Elemental, Fire.....	11
Elemental, Water .....	12
Elephant .....	12
Elf.....	12
Ettin.....	12
<b>F.....</b>	<b>12</b>
Ferret, Giant .....	12
Fish, Giant Catfish.....	12
Fish, Giant Piranha.....	12
Fish, Giant Rockfish .....	12
Fish, Giant Sturgeon.....	12
Fly, Giant Carnivorous .....	12
<b>G.....</b>	<b>12</b>
Gargoyle.....	12
Gelatinous Cube.....	12
Ghoul .....	12
Giant, Hill .....	12
Giant, Stone.....	12
Giant, Frost.....	12
Giant, Fire.....	13
Giant, Cloud.....	13
Giant, Storm .....	13
Gnoll .....	13
Gnome .....	13
Goblin.....	13
Golem, Amber .....	13
Golem, Bone.....	13
Golem, Bronze.....	13
Golem, Wood.....	13
Gorgon .....	13
Gray Ooze .....	13
Gray Worm.....	13
Green Slime .....	13
Griffon.....	13
<b>H.....</b>	<b>13</b>

Halfling .....	13
Harpy.....	14
Hawk, Ordinary.....	14
Hawk, Giant.....	14
Hell Hound.....	14
Herd Animals .....	14
Hippogriff.....	14
Hobgoblin .....	14
Horse, Riding .....	14
Horse, War.....	14
Horse, Draft .....	14
Hydra.....	14
<b>I</b> .....	<b>14</b>
Insect Swarm .....	14
Invisible Stalker .....	14
<b>K</b> .....	<b>14</b>
Kobold .....	14
<b>L</b> .....	<b>14</b>
Leech, Giant .....	14
Lizard, Giant Draco.....	15
Lizard, Giant Gecko .....	15
Lizard, Giant Horned Chameleon .....	15
Lizard, Giant Tuatara .....	15
Lizardfolk .....	15
Locust, Subterranean .....	15
Lycanthrope, Werebear.....	15
Lycanthrope, Wereboar.....	15
Lycanthrope, Wererat .....	15
Lycanthrope, Weretiger.....	15
Lycanthrope, Werewolf .....	15
<b>M</b> .....	<b>15</b>
Manticore .....	15
Mastodon .....	15
Medusa.....	15
Men, Berserker .....	15
Men, Brigand.....	15
Men, Pirate.....	16
Men, Merchant .....	16
Men, Nomad .....	16
Merfolk.....	16
Minotaur.....	16
Morlock.....	16
Mule.....	16
Mummy.....	16
<b>N</b> .....	<b>16</b>
Neanderthal.....	16

Nixie.....	16
<b>O.....</b>	<b>16</b>
Ochre Jelly.....	16
Octopus, Giant.....	16
Ogre.....	16
Orc.....	16
Owl Bear.....	16
<b>P.....</b>	<b>17</b>
Pegasus.....	17
Phase Tiger.....	17
Pixie.....	17
Pterodactyl.....	17
Pteranodon.....	17
Purple Worm.....	17
<b>R.....</b>	<b>17</b>
Rat, Ordinary.....	17
Rat, Giant.....	17
Rhagodessa, Giant.....	17
Rhinoceros, Ordinary.....	17
Rhinoceros, Woolly.....	17
Roc, Small.....	17
Roc, Large.....	17
Roc, Giant.....	17
Rot Grub.....	17
Rust Monster.....	18
<b>S.....</b>	<b>18</b>
Salamander, Flame.....	18
Salamander, Frost.....	18
Scorpion, Giant.....	18
Sea Serpent.....	18
Shadow.....	18
Shark, Bull.....	18
Shark, Mako.....	18
Shark, Great White.....	18
Shrew, Giant.....	18
Shrieker.....	18
Skeleton.....	18
Snake, Spitting Cobra.....	18
Snake, Pit Viper.....	18
Snake, Sea.....	18
Snake, Giant Python.....	18
Snake, Giant Rattler.....	18
Spectre.....	19
Spider, Giant Black Widow.....	19
Spider, Giant Crab Spider.....	19
Spider, Giant Tarantula.....	19

Sprite .....	19
Squid, Giant.....	19
Stegosaurus .....	19
Statue, Animate Crystal.....	19
Statue, Animate Stone .....	19
Statue, Animate Iron .....	19
Stirge .....	19
<b>T.....</b>	<b>19</b>
Throghrin .....	19
Titanothera.....	19
Toad, Giant .....	20
Treant .....	20
Triceratops .....	20
Troglodyte.....	20
Troll .....	20
Tyrannosaurus Rex .....	20
<b>U.....</b>	<b>20</b>
Unicorn .....	20
<b>V.....</b>	<b>20</b>
Vampire .....	20
<b>W.....</b>	<b>20</b>
Weasel, Giant .....	20
Whale, Killer .....	20
Whale, Narwhal .....	21
Whale, Sperm.....	21
Wight .....	21
Wolf, Ordinary.....	21
Wolf, Dire.....	21
Wraith .....	21
Wyvern.....	21
<b>Y.....</b>	<b>21</b>
Yellow Mold .....	21
<b>Z.....</b>	<b>21</b>
Zombie.....	21
<b>Listing by Hit Dice.....</b>	<b>21</b>



# Monster Listing

## B

The following monster listing presents the essential, abbreviated statistics for the monsters presented in the *Labyrinth Lord* fantasy role playing game, and will be useful when playing other *Basic Edition* games. This list is meant to be used for quick reference during play or when planning encounters. The following abbreviations are used:

Abbreviation	Term
#Enc	Number Encountered
AL	Alignment
MV	Movement
AC	Armor Class
HD	Hit Dice
hp	Hit Points
#AT	Attacks (number)
DG	Damage
SV	Save
ML	Morale
THC	Treasure Hoard Class

For a more detailed description of these terms, refer to *Labyrinth Lord* or other *Basic Edition* games.

## A

### Ant, Giant

[#Enc., 2d4 (4d6), AL N, MV 180' (60'), AC 3, HD 4, #AT 1, DG 2d6, SV F2, ML 7, THC VI]

### Ape, Albino

[#Enc. 1d6 (2d4), AL N, MV 120' (40'), AC 6, HD 4, #AT 2 (claw, claw), DG 1d4/1d4, SV F2, ML 7, THC None]

### Baboon, Higher

[#Enc. 2d6 (5d6), AL N, MV 120' (40'), AC 6, HD 2, #AT 2 (bite, club), DG 1d3/1d6, SV F2, ML 8, THC VI]

### Basilisk

[#Enc. 1d6 (1d6), AL N, MV 60' (20'), AC 4, HD 6+1, #AT 2 (bite, gaze), DG 1d10/petrify, SV F6, ML 9, THC XVII]

### Bat, Normal

[#Enc. 1d00 (1d00), AL N, MV 9' (3') Fly 120' (40'), AC 6, HD 1 hp, #AT confuse, DG None, SV 0 Human, ML 6, THC None]

### Bat, Giant

[#Enc. 1d10 (1d10), AL N, MV 30' (10') Fly 180' (60'), AC 6, HD 2, #AT 1 (bite), DG 1d4, SV F1, ML 8, THC None]

### Bear, Black

[#Enc. 1d4 (1d4), AL N, MV 120' (40'), AC 6, HD 4, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F2, ML 7, THC VI]

### Bear, Grizzly

[#Enc. 1 (1d4), AL N, MV 120' (40'), AC 6, HD 5, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F2, ML 8, THC VI]

### Bear, Polar

[#Enc. 1 (1d2), AL N, MV 120' (40'), AC 6, HD 6, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F3, ML 8, THC VI]

### Bear, Cave

[#Enc. 1 (1d2), AL N, MV 120' (40'), AC 5, HD 7, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F3, ML 9, THC VII]

**Bee, Giant Killer**

[#Enc. 1d6 (5d6), AL N, MV 150' (50'), AC 7, HD 1d4 hp, #AT 1 (sting), DG 1d3 + poison, SV F1, ML 9, THC None]

**Beetle, Giant Fire**

[#Enc. 1d8 (2d6), AL N, MV 120' (40'), AC 4, HD 1+2, #AT 1 (bite), DG 2d4, SV F1, ML 7, THC None]

**Beetle, Giant Spitting**

[#Enc. 1d8 (2d6), AL N, MV 120' (40'), AC 4, HD 2, #AT 1 (bite), DG 1d6 + toxic spray, SV F1, ML 8, THC None]

**Beetle, Giant Carnivorous**

[#Enc. 1d6 (2d4), AL N, MV 150' (50'), AC 3, HD 3+1, #AT 1 (bite), DG 2d6, SV F1, ML 9, THC VI]

**Black Pudding**

[#Enc. 1 (0), AL N, MV 60' (20'), AC 6, HD 10, #AT 1, DG 3d8, SV F5, ML 12, THC None]

**Blink Dog**

[#Enc. 1d6 (1d6), AL L, MV 120' (40'), AC 5, HD 4, #AT 1 (bite), DG 1d6, SV F4, ML 6, THC XX]

**Boar**

[#Enc. 1d6 (1d6), AL N, MV 150' (50'), AC 7, HD 3, #AT 1 (tusk), DG 2d4, SV F2, ML 9, THC None]

**Bugbear**

[#Enc. 2d4 (5d4), AL C, MV 90' (30'), AC 5, HD 3+1, #AT 1 (weapon), DG 2d4 or weapon, SV F3, ML 9, THC XXI]

**Camel**

[#Enc. 0 (2d4), AL N, MV 150' (50'), AC 7, HD 2, #AT 2 (bite, hoof), DG 1/1d4, SV F1, ML 7, THC None]

**Carcass Scavenger**

[#Enc. 1d3 (1d3), AL N, MV 120' (40'), AC 7, HD 3+1, #AT 8 (stingers), DG paralysis, SV F2, ML 9, THC XXI]

**Cat, Mountain Lion**

[#Enc. 1d4 (1d4), AL N, MV 150' (50'), AC 6, HD 3+2, #AT 3 (2 claws, bite), DG 1d3/1d3/1d6, SV F2, ML 8, THC VI]

**Cat, Panther**

[#Enc. 1d2 (1d6), AL N, MV 210' (70'), AC 4, HD 4, #AT 3 (2 claws, bite), DG 1d4/1d4/1d8, SV F2, ML 8, THC VI]

**Cat, Lion**

[#Enc. 1d4 (1d8), AL N, MV 150' (50'), AC 6, HD 5, #AT 3 (2 claws, bite), DG 1d4+1/1d4+1/1d10, SV F3, ML 9, THC VI]

**Cat, Tiger**

[#Enc. 1 (1d3), AL N, MV 150' (50'), AC 6, HD 6, #AT 3 (2 claws, bite), DG 1d6/1d6/2d6, SV F3, ML 9, THC VI]

**Cat, Sabre-tooth Tiger**

[#Enc. 1d4 (1d4), AL N, MV 150' (50'), AC 6, HD 8, #AT 3 (2 claws, bite), DG 1d8/1d8/2d8, SV F4, ML 10, THC VII]

**Centaur**

[#Enc. 0 (2d10), AL N, MV 180' (60'), AC 5, HD 4, #AT 3 (2 hooves, weapon), DG 1d6/1d6/weapon, SV F4, ML 8, THC XXII]

### **Centipede, Giant**

[#Enc. 2d4 (1d8), AL N, MV 60' (20'), AC 9, HD 1d4 hp, #AT 1 (bite), DG poison, SV 0 human, ML 7, THC None]

### **Chimera**

[#Enc. 1d2 (1d4), AL C, MV 120' (40') Fly 180' (60'), AC 4, HD 9, #AT 5 (2 claws, 3 heads, breath), DG 1d3/1d3/2d4/2d4/3d4/3d6 fire breath, SV F9, ML 9, THC XVIII]

### **Cockatrice**

[#Enc. 1d4 (1d8), AL N, MV 90' (30') Fly 180' (60'), AC 6, HD 5, #AT 2 (beak, petrify), DG 1d6/petrify, SV F5, ML 7, THC XIX]

### **Crab, Giant**

[#Enc. 1d2 (1d6), AL N, MV 60' (20'), AC 2, HD 3, #AT 2 (pinchers), DG 2d6/2d6, SV F2, ML 7, THC None]

### **Crocodile, Ordinary**

[#Enc. 0 (1d8), AL N, MV 90' (30') Swim 90' (30'), AC 5, HD 2, #AT 1, DG 1d8, SV F1, ML 7, THC None]

### **Crocodile, Large**

[#Enc. 0 (1d4), AL N, MV 90' (30') Swim 90' (30'), AC 3, HD 6, #AT 1, DG 2d8, SV F3, ML 7, THC None]

### **Crocodile, Giant**

[#Enc. 0 (1d3), AL N, MV 90' (30') Swim 90' (30'), AC 1, HD 15, #AT 1, DG 3d8, SV F8, ML 9, THC None]

### **Cyclops**

[#Enc. 1 (1d4), AL C, MV 90' (30'), AC 5, HD 13, #AT 1, DG 3d10, SV F13, ML 9, THC XVII + 5,000 gp]



### **Demon Boar**

[#Enc. 1d4 (1d4), AL C, MV 120' (40') Boar 180' (60'), AC 3 (9), HD 9, #AT 1 (gore or weapon), DG 2d6/weapon, SV F9, ML 10, THC XX]

### **Djinni**

[#Enc. 1 (1), AL N, MV 90' (30') Fly 240' (80'), AC 5, HD 7+1, #AT 1 (fist, whirlwind), DG 2d8/2d6, SV F14, ML 12, THC None]

### **Doppelganger**

[#Enc. 1d6 (1d6), AL C, MV 90' (30'), AC 5, HD 4, #AT 1, DG 1d12, SV F10, ML 10, THC XVIII]

### **Dragon, Black**

[#Enc. 1d4 (1d4), AL C, MV 90' (30') Fly 240' (80'), AC 2, HD 7, #AT 3 or 1 (2 claws, bite or breath), DG 1d4+1/1d4+1/2d10, SV F7, ML 8, THC XV]

### **Dragon, Blue**

[#Enc. 1d4 (1d4), AL N, MV 90' (30') Fly 240' (80'), AC 0, HD 9, #AT 3 or 1 (2 claws, bite or breath), DG 1d6+1/1d6+1/3d10, SV F9, ML 9, THC XV]

### **Dragon, Gold**

[#Enc. 1d4 (1d4), AL L, MV 90' (30') Fly 240' (80'), AC -2, HD 11, #AT 3 or 1 (2 claws, bite or breath), DG 2d4/2d4/6d6, SV F11, ML 10, THC XV]

### **Dragon, Green**

[#Enc. 1d4 (1d4), AL C, MV 90' (30') Fly 240' (80'), AC 1, HD 8, #AT 3 or 1 (2 claws, bite or breath), DG 1d6/1d6/3d8, SV F8, ML 9, THC XV]



### Dragon, Red

[#Enc. 1d4 (1d4), AL C, MV 90' (30') Fly 240' (80'), AC -1, HD 10, #AT 3 or 1 (2 claws, bite or breath), DG 1d8/1d8/4d8, SV F10, ML 10, THC XV]

### Dragon, White

[#Enc. 1d4 (1d4), AL N, MV 90' (30') Fly 240' (80'), AC 3, HD 6, #AT 3 or 1 (2 claws, bite or breath), DG 1d4/1d4/2d8, SV F6, ML 8, THC XV]

### Dragon, Sea

[#Enc. 0 (1d4), AL N, MV 180' (60') swim and fly, AC 1, HD 8, #AT 1 (bite or spit), DG 3d8 or poison, SV F8, ML 9, THC XV]

### Dragon Turtle

[#Enc. 0 (1), AL C, MV 30' (10') Swim 90' (30'), AC -2, HD 30, #AT 3 (2 claws, bite), DG 1d8/1d8/1d6x10, SV F15, ML 10, THC XV]

### Dryad

[#Enc. 0 (1d6), AL N, MV 120' (40'), AC 5, HD 2, #AT 1 (charm), DG 0, SV F4, ML 6, THC XIX]

### Dwarf

[#Enc. 1d6 (5d8), AL L or N, MV 60' (20'), AC 4, HD 1, #AT 1, DG 1d8 or weapon, SV D1, ML 8, THC XVI]



### Efreeti

[#Enc. 1 (1), AL C, MV 90' (30'), AC 3, HD 10, #AT 1, DG 2d8, SV F15, ML 12, THC None]

### Elemental, Air

[#Enc. 1 (1), AL N, MV Fly 360' (120'), AC 2/0/-2, HD 8/12/16, #AT special, DG 1d8 or 2d8 or 3d8, SV F8 or F12 or F16, ML 10, THC None]

### Elemental, Earth

[#Enc. 1 (1), AL N, MV 60' (20'), AC 2/0/-2, HD 8/12/16, #AT special, DG 1d8 or 2d8 or 3d8, SV F8 or F12 or F16, ML 10, THC None]

### Elemental, Fire

[#Enc. 1 (1), AL N, MV 120' (40'), AC 2/0/-2, HD 8/12/16, #AT special, DG 1d8 or 2d8 or 3d8, SV F8 or F12 or F16, ML 10, THC None]

### Elemental, Water

[#Enc. 1 (1), AL N, MV 60' (20') Swim 180' (60'), AC 2/0/-2, HD 8/12/16, #AT special, DG 1d8 or 2d8 or 3d8, SV F8 or F12 or F16, ML 10, THC None]

### Elephant

[#Enc. 0 (1d20), AL N, MV 120' (40'), AC 5, HD 9, #AT 2 or 1 (2 tusks or trample), DG 2d4/2d4 or 4d8, SV F5, ML 8, THC None]

### Elf

[#Enc. 1d4 (2d12), AL N, MV 120' (40'), AC 5, HD 1+1, #AT 1 (weapon), DG 1d8 or weapon, SV E1, ML 8, THC XVIII]

### Ettin

[#Enc. 1d2 (1d4), AL C, MV 120' (40'), AC 3, HD 10, #AT 2 (club, club), DG 2d8/3d6, SV F10, ML 9, THC XIX]



### Ferret, Giant

[#Enc. 1d8 (1d12), AL N, MV 150' (50'), AC 5, HD 1+1, #AT 1 (bite), DG 1d8, SV F1, ML 8, THC None]

### Fish, Giant Catfish

[#Enc. 0 (1d2), AL N, MV Swim 90' (30'), AC 4, HD 8+3, #AT 5 (bite, 4 feelers), DG 2d8/1d4 each feeler, SV F4, ML 8, THC None]

### Fish, Giant Piranha

[#Enc. 0 (2d4), AL N, MV Swim 150' (50'), AC 6, HD 3+3, #AT 1 (bite), DG 1d8, SV F2, ML 7, THC None]

### Fish, Giant Rockfish

[#Enc. 0 (2d4), AL N, MV Swim 180' (60'), AC 7, HD 5+5, #AT 4 (spines), DG 1d4x4 (each, poison), SV F3, ML 8, THC None]

### Fish, Giant Sturgeon

[#Enc. 0 (1), AL N, MV Swim 180' (60'), AC 0, HD 10+2, #AT 1 (bite), DG 2d10, SV F5, ML 9, THC None]

### Fly, Giant Carnivorous

[#Enc. 1d6 (2d6), AL N, MV 90' (30') Fly 180' (60'), AC 6, HD 2, #AT 1 (bite), DG 1d8, SV F1, ML 8, THC VI]



### Gargoyle

[#Enc. 1d6 (2d4), AL C, MV 90' (30') Fly 150' (50'), AC 5, HD 4, #AT 4 (2 claws, bite, horn), DG 1d3/1d3/1d6/1d4, SV F8, ML 11, THC XX]

### Gelatinous Cube

[#Enc. 1 (0), AL N, MV 60' (20'), AC 8, HD 4, #AT 1, DG 2d4/special, SV F2, ML 12, THC VII]

### Ghoul

[#Enc. 1d6 (2d8), AL C, MV 90' (30'), AC 6, HD 2 (*turn* as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9, THC XXI]

### Giant, Hill

[#Enc. 1d4 (2d4), AL C, MV 120' (40'), AC 4, HD 8, #AT 1, DG 2d8, SV F8, ML 8, THC XVIII + 5,000 gp]

### Giant, Stone

[#Enc. 1d2 (1d6), AL N, MV 120' (40'), AC 4, HD 9, #AT 1, DG 3d6, SV F9, ML 9, THC XVIII + 5,000 gp]

### Giant, Frost

[#Enc. 1d2 (1d4), AL C, MV 120' (40'), AC 4, HD 10+1, #AT 1, DG 4d6, SV F10, ML 9, THC XVIII + 5,000 gp]

**Giant, Fire**

[#Enc. 1d2 (1d3), AL C, MV 120' (40'), AC 4, HD 11+2, #AT 1, DG 5d6, SV F11, ML 9, THC XVIII + 5,000 gp]

**Giant, Cloud**

[#Enc. 1d2 (1d3), AL N, MV 120' (40'), AC 4, HD 12+3, #AT 1, DG 6d6, SV F12, ML 10, THC XVIII + 5,000 gp]

**Giant, Storm**

[#Enc. 1 (1d3), AL L, MV 150' (50'), AC 2, HD 15, #AT 1 (rocks or lightning), DG 6d8, SV F15, ML 10, THC XVIII + 5,000 gp]

**Gnoll**

[#Enc. 1d6 (3d6), AL C, MV 90' (30'), AC 5, HD 2, #AT 1 (weapon), DG 2d4 or weapon, SV F2, ML 8, THC XIX]

**Gnome**

[#Enc. 1d8 (5d8), AL L or N, MV 60' (20'), AC 5, HD 1, #AT 1 (weapon), DG 1d6 or weapon, SV D1, ML 8, THC XX]

**Goblin**

[#Enc. 2d4 (6d10), AL C, MV 60' (20'), AC 6, HD 1-1, #AT 1 (weapon), DG 1d6 or weapon, SV 0 human, ML 7, THC III (XX)]

**Golem, Amber**

[#Enc. 1 (1), AL N, MV 180' (60'), AC 6, HD 10, #AT 3 (2 claws, bite), DG 2d6/2d6/2d10, SV F5, ML 12, THC None]

**Golem, Bone**

[#Enc. 1 (1), AL N, MV 120' (40'), AC 2, HD 8, #AT 4 (weapons), DG weapon type, SV F4, ML 12, THC None]

**Golem, Bronze**

[#Enc. 1 (1), AL N, MV 240' (80'), AC 0, HD 20, #AT 1 (fist), DG 3d10 + heat, SV F10, ML 12, THC None]

**Golem, Wood**

[#Enc. 1 (1), AL N, MV 120' (40'), AC 7, HD 2+2, #AT 1 (fist), DG 1d8, SV F1, ML 12, THC None]

**Gorgon**

[#Enc. 1d2 (1d4), AL C, MV 120' (40'), AC 2, HD 8, #AT 1 (gore or breath), DG 2d6 or petrify, SV F8, ML 8, THC XVIII]

**Gray Ooze**

[#Enc. 1 (1), AL N, MV 10' (3'), AC 8, HD 3, #AT 1, DG 2d8, SV F2, ML 12, THC None]

**Gray Worm**

[#Enc. 1d3 (1d3), AL N, MV 60' (20'), AC 6, HD 6, #AT 1 (bite), DG 1d8, SV F3, ML 9, THC XXI]

**Green Slime**

[#Enc. 1 (0), AL N, MV 3' (1'), AC NA, HD 2, #AT 1, DG digestion, SV F1, ML 12, THC None]

**Griffon**

[#Enc. 0 (2d8), AL N, MV 120' (40') Fly 360' (120'), AC 5, HD 7, #AT 3 (2 claws, bite), DG 1d4/1d4/2d8, SV F4, ML 8, THC XVIII]

**Halfling**

[#Enc. 3d6 (5d8), AL L, MV 90' (30'), AC 7, HD 1-1, #AT 1 (weapon), DG 1d6 or weapon, SV H1, ML 7, THC XXI]

### **Harpy**

[#Enc. 1d6 (2d4), AL C, MV 60' (20') Fly 150' (50'), AC 7, HD 3, #AT 3 (2 claws, weapon, *charm*), DG 1d4/1d4/1d6, SV F3, ML 7, THC XX]

### **Hawk, Ordinary**

[#Enc. 0 (1d6), AL N, MV Fly 480' (160'), AC 8, HD 1d4 hp, #AT 1, DG 1d2, SV 0 human, ML 7, THC None]

### **Hawk, Giant**

[#Enc. 0 (1d3), AL N, MV Fly 450' (150'), AC 6, HD 3+3, #AT 1, DG 1d6, SV F2, ML 8, THC None]

### **Hell Hound**

[#Enc. 2d4 (2d4), AL C, MV 120' (40'), AC 4, HD 3 to 7, #AT 1 (bite or breath), DG 1d6 or 1d6 per HD, SV F3 to F7, ML 9, THC XX]

### **Herd Animals**

[#Enc. 0 (3d10), AL N, MV 240' (80'), AC 7, HD 1 to 4, #AT 1 (butt), DG 1d4, 1d6, or 1d8, SV F1 or F2, ML 5, THC None]

### **Hippogriff**

[#Enc. 0 (2d8), AL N, MV 180' (60') Fly 360' (120'), AC 5, HD 3+1, #AT 3 (2 claws, bite), DG 1d6/1d6/1d10, SV F2, ML 8, THC None]

### **Hobgoblin**

[#Enc. 1d6 (4d6), AL C, MV 90' (30'), AC 6, HD 1+1, #AT 1 (weapon), DG 1d8 or weapon, SV F1, ML 8, THC XIX]

### **Horse, Riding**

[#Enc. 0 (1d10x10), AL N, MV 240' (80'), AC 7, HD 2, #AT 2 (hooves), DG 1d4/1d4, SV F1, ML 7, THC None]

### **Horse, War**

[#Enc. 0, AL N, MV 120' (40'), AC 7, HD 3, #AT 2 (hooves), DG 1d6/1d6, SV F2, ML 9, THC None]

### **Horse, Draft**

[#Enc. 0, AL N, MV 90' (30'), AC 7, HD 3, #AT None, DG None, SV F2, ML 6, THC None]

### **Hydra**

[#Enc. 1 (1), AL N, MV 120' (40'), AC 5, HD 5 to 12, #AT Per head, DG 1d10 per head, SV F5 to F12, ML 9, THC XXI]



### **Insect Swarm**

[#Enc. 1 swarm (3 swarms), AL N, MV 30' (10') Fly 60' (20'), AC 7, HD 2 to 4, #AT 1, DG 2 hp, SV 0 human, ML 11, THC None]

### **Invisible Stalker**

[#Enc. 1 (1), AL N, MV 120' (40'), AC 3, HD 8, #AT 1, DG 4d4, SV F8, ML 12, THC None]



### **Kobold**

[#Enc. 4d4 (6d10), AL C, MV 60' (20'), AC 7, HD 1d4 hp, #AT 1 (weapon), DG 1d4 or weapon -1, SV 0 human, ML 6, THC I (XIII)]



### **Leech, Giant**

[#Enc. 0 (1d4), AL N, MV 120' (40'), AC 7, HD 6, #AT 1 (drain blood), DG 1d6, SV F3, ML 10, THC None]

**Lizard, Giant Draco**

[#Enc. 1d4 (1d8), AL N, MV 120' (40')  
Fly 210' (70'), AC 5, HD 4+2, #AT 1  
(bite), DG 1d10, SV F3, ML 7, THC VI]

**Lizard, Giant Gecko**

[#Enc. 1d6 (1d10), AL N, MV 120' (40'),  
AC 5, HD 3+1, #AT 1 (bite), DG 1d8,  
SV F2, ML 7, THC VI]

**Lizard, Giant Horned Chameleon**

[#Enc. 1d3 (1d6), AL N, MV 120' (40'),  
AC 5, HD 5, #AT 2 (bite, horn), DG  
2d4/1d6, SV F3, ML 7, THC VI]

**Lizard, Giant Tuatara**

[#Enc. 1d2 (1d4), AL N, MV 90' (30'),  
AC 4, HD 6, #AT 3 (2 claws, bite), DG  
1d4/1d4/1d6, SV F4, ML 6, THC VII]

**Lizardfolk**

[#Enc. 2d4 (6d6), AL N, MV 60' (20'),  
AC 5, HD 2+1, #AT 1 (weapon), DG  
1d6+1 or weapon +1, SV F2, ML 12,  
THC XIX]

**Locust, Subterranean**

[#Enc. 2d10 (1d10), AL N, MV 60' (20')  
Fly 180' (60'), AC 4, HD 2, #AT 1 (bite,  
slam, or spit), DG 1d2/1d4 or special,  
SV F2, ML 5, THC None]

**Lycanthrope, Werebear**

[#Enc. 1d4 (1d4), AL N, MV 120' (40'),  
AC 2 (8), HD 6, #AT 3 (2 claws, bite),  
DG 2d4/2d4/2d8, SV F6, ML 10, THC  
XX]

**Lycanthrope, Wereboar**

[#Enc. 1d4 (2d4), AL N, MV 150' (50'),  
AC 4 (9), HD 4+1, #AT 1 (tusk bite), DG  
2d6, SV F4, ML 9, THC XX]

**Lycanthrope, Wererat**

[#Enc. 1d8 (2d6), AL C, MV 120' (40'),  
AC 7 (9), HD 3, #AT 1 (bite or weapon),  
DG 1d4 or weapon, SV F3, ML 8, THC  
XX]

**Lycanthrope, Weretiger**

[#Enc. 1d4 (1d4), AL N, MV 150' (50'),  
AC 3 (9), HD 5, #AT 3 (2 claws, bite),  
DG 1d6/1d6/2d6, SV F5, ML 9, THC  
XX]

**Lycanthrope, Werewolf**

[#Enc. 1d6 (2d6), AL C, MV 180' (60'),  
AC 5 (9), HD 4, #AT 1 (bite), DG 2d4,  
SV F4, ML 8, THC XX]

**Manticore**

[#Enc. 1d2 (1d4), AL C, MV 120' (40')  
Fly 180' (60'), AC 4, HD 6+1, #AT 3 (2  
claws, bite) or 1 (spikes), DG  
1d4/1d4/2d4 or 1d6, SV F6, ML 9,  
THC XIX]

**Mastodon**

[#Enc. 0 (2d8), AL N, MV 120' (40'),  
AC 3, HD 15, #AT 2 (tusks) or 1  
(trample), DG 2d6/2d6 or 4d8, SV F8,  
ML 8, THC None]

**Medusa**

[#Enc. 1d3 (1d4), AL C, MV 90' (30'),  
AC 8, HD 4, #AT 1 (snakebite or *gaze*),  
DG 1d6, poison or petrify, SV F4, ML 8,  
THC XVII]

**Men, Berserker**

[#Enc. 1d6 (3d10), AL N, MV 120' (40'),  
AC 7, HD 1+1, #AT 1, DG 1d6 or  
weapon, SV F1, ML NA, THC I (XXI)]

**Men, Brigand**

[#Enc. 0 (1d4x10), AL N or C, MV 120'  
(40'), AC Armor type, HD 1, #AT 1, DG  
1d6 or weapon, SV F1, ML 8, THC  
XXII]



### **Men, Pirate**

[#Enc. 0 (special), AL C, MV 120' (40'), AC Armor type, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 6, THC XXII]

### **Men, Merchant**

[#Enc. 0 (1d20), AL N, MV 90' (30'), AC 5, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML Varies, THC XXIII]

### **Men, Nomad**

[#Enc. 0 (1d4x10), AL N, MV 120' (40'), AC Armor type, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 8, THC XXII]

### **Merfolk**

[#Enc. 0 (1d20), AL N, MV Swim 120' (40'), AC 6, HD 1 to 4, #AT 1, DG 1d6 or weapon, SV F1, ML 8, THC XXII]

### **Minotaur**

[#Enc. 1d6 (1d8), AL C, MV 120' (40'), AC 6, HD 6, #AT 2 or 1 (gore and bite, or weapon), DG 1d6/1d6 or weapon, SV F6, ML 12, THC XXII]

### **Morlock**

[#Enc. 1d12 (5d10), AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 9, THC XX]

### **Mule**

[#Enc. 1d8 (2d6), AL N, MV 120' (40'), AC 7, HD 2, #AT 1 (kick or bite), DG 1d4 or 1d3, SV 0 human, ML 8, THC None]

### **Mummy**

[#Enc. 1d4 (1d12), AL C, MV 60' (20'), AC 3, HD 5+1, #AT 1, DG 1d12, disease, SV F5, ML 12, THC XIX]



### **Neanderthal**

[#Enc. 1d10 (4d10), AL L, MV 120' (40'), AC 8, HD 2, #AT 1, DG 2d4 or weapon, SV F2, ML 7, THC XX]

### **Nixie**

[#Enc. 0 (2d20), AL N, MV Swim 120' (40'), AC 7, HD 1, #AT 1, DG 1d4, SV E1, ML 6, THC XXI]



### **Ochre Jelly**

[#Enc. 1 (0), AL N, MV 30' (10'), AC 8, HD 5, #AT 1, DG 2d6, SV F3, ML 12, THC None]

### **Octopus, Giant**

[#Enc. 0 (1d2), AL N, MV Swim 90' (30'), AC 7, HD 8, #AT 8 (tentacles) or 1 (bite), DG 1d3 (per tentacle)/1d6, SV F4, ML 7, THC None]

### **Ogre**

[#Enc. 1d6 (2d6), AL C, MV 90' (30'), AC 5, HD 4+1, #AT 1 (club), DG 1d10, SV F4, ML 10, THC XX + 1,000 gp]

### **Orc**

[#Enc. 2d4 (1d6x10), AL C, MV 120' (40'), AC 6, HD 1, #AT 1 (weapon), DG 1d6 or weapon, SV F1, ML 8, THC XIX]

### **Owl Bear**

[#Enc. 1d4 (1d4), AL N, MV 120' (40'), AC 5, HD 5, #AT 3 (2 claws, bite), DG 1d8/1d8/1d8, SV F3, ML 9, THC XX]



### **Pegasus**

[#Enc. 0 (1d12), AL L, MV 240' (80') Fly 480' (160'), AC 6, HD 2+2, #AT 2 (hooves), DG 1d6/1d6, SV F2, ML 8, THC None]

### **Phase Tiger**

[#Enc. 1d4 (1d4), AL N, MV 150' (50'), AC 4, HD 6, #AT 2 (tentacles), DG 2d4/2d4, SV F6, ML 8, THC XIX]

### **Pixie**

[#Enc. 2d4 (1d4x10), AL N, MV 90' (30') Fly 180' (60'), AC 3, HD 1, #AT 1 (dagger), DG 1d4, SV E1, ML 7, THC III + IV]

### **Pterodactyl**

[#Enc. 0 (2d4), AL N, MV Fly 180' (60'), AC 7, HD 7, #AT 1 (bite), DG 1d3, SV F1, ML 7, THC None]

### **Pteranodon**

[#Enc. 0 (1d4), AL N, MV Fly 240' (120'), AC 6, HD 5, #AT 1 (bite), DG 1d12, SV F3, ML 8, THC VII]

### **Purple Worm**

[#Enc. 1d2 (1d4), AL N, MV 60' (20'), AC 6, HD 15, #AT 2 (bite, sting), DG 2d8/1d8/poison, SV F8, ML 10, THC XIX]



### **Rat, Ordinary**

[#Enc. 5d10 (2d10), AL N, MV 60' (20') Swim 30' (10'), AC 9, HD 1 hp, #AT 1 (bite, per group), DG 1d6 + disease, SV 0 human, ML 5, THC XI]

### **Rat, Giant**

[#Enc. 3d6 (3d10), AL N, MV 120' (40') Swim 60' (20'), AC 7, HD 1d4 hp, #AT 1 (bite), DG 1d3 + disease, SV F1, ML 8, THC XX]

### **Rhagodessa, Giant**

[#Enc. 1d4 (1d6), AL N, MV 150' (50'), AC 5, HD 4+2, #AT 1 (leg or bite), DG 0 or 2d8, SV F2, ML 9, THC VI]

### **Rhinoceros, Ordinary**

[#Enc. 0 (1d12), AL N, MV 120' (40'), AC 5, HD 6, #AT 1 (butt or trample), DG 2d4 or 2d8, SV F3, ML 6, THC None]

### **Rhinoceros, Woolly**

[#Enc. 0 (1d8), AL N, MV 120' (40'), AC 4, HD 8, #AT 1 (butt or trample), DG 2d6 or 2d12, SV F4, ML 6, THC None]

### **Roc, Small**

[#Enc. 0 (1d12), AL L, MV 60' (20') Fly 480' (160'), AC 4, HD 6, #AT 3 (2 claws, bite), DG 1d4+1/1d4+1/2d6, SV F3, ML 8, THC XIV]

### **Roc, Large**

[#Enc. 0 (1d8), AL L, MV 60' (20') Fly 480' (160'), AC 2, HD 12, #AT 3 (2 claws, bite), DG 1d8/1d8/2d10, SV F6, ML 9, THC XIV]

### **Roc, Giant**

[#Enc. 0 (1), AL L, MV 60' (20') Fly 480' (160'), AC 0, HD 36, #AT 3 (2 claws, bite), DG 3d6/3d6/8d6, SV F9, ML 10, THC XIV]

### **Rot Grub**

[#Enc. 0 (5d4), AL N, MV 10' (2'), AC 9, HD 1 hp, #AT special, DG special, SV 0 human, ML NA, THC None]

### **Rust Monster**

[#Enc. 1d4 (1d4), AL N, MV 120' (40'), AC 2, HD 5, #AT 1, DG special, SV F3, ML 7, THC None]



### **Salamander, Flame**

[#Enc. 1d4+1 (2d4), AL N, MV 120' (40'), AC 2, HD 8, #AT 3 (2 claws, bite), DG 1d4/1d4/1d8, SV F8, ML 8, THC XVII]

### **Salamander, Frost**

[#Enc. 1d3 (1d3), AL C, MV 120' (40'), AC 3, HD 12, #AT 5 (4 claws, bite), DG 1d6 (per claw)/2d6, SV F8, ML 8, THC XVIII]

### **Scorpion, Giant**

[#Enc. 1d6 (1d6), AL C, MV 150' (50'), AC 2, HD 4, #AT 3 (2 claws, sting), DG 1d10/1d10/1d4 + poison, SV F2, ML 11, THC VII]

### **Sea Serpent**

[#Enc. 0 (2d6), AL N, MV Swim 150' (50'), AC 5, HD 6, #AT 1 (bite or constrict), DG 2d6 or special, SV F3, ML 8, THC None]

### **Shadow**

[#Enc. 1d8 (1d12), AL C, MV 90' (30'), AC 7, HD 2+2, #AT 1, DG 1d4 + special, SV F2, ML 12, THC XVII]

### **Shark, Bull**

[#Enc. 0 (3d6), AL N, MV Swim 180' (60'), AC 4, HD 2, #AT 1 (bite), DG 2d4, SV F1, ML 7, THC None]

### **Shark, Mako**

[#Enc. 0 (2d6), AL N, MV Swim 180' (60'), AC 4, HD 4, #AT 1 (bite), DG 2d6, SV F2, ML 7, THC None]

### **Shark, Great White**

[#Enc. 0 (1d4), AL N, MV Swim 180' (60'), AC 4, HD 8, #AT 1 (bite), DG 2d10, SV F4, ML 7, THC None]

### **Shrew, Giant**

[#Enc. 1d4 (1d8), AL N, MV 180' (60'), AC 4, HD 1, #AT 2 (bite), DG 1d6/1d6, SV F1, ML 10, THC None]

### **Shrieker**

[#Enc. 1d8 (0), AL N, MV 9' (3'), AC 7, HD 3, #AT special, DG special, SV F1, ML 12, THC None]

### **Skeleton**

[#Enc. 3d4 (3d10), AL C, MV 60' (20'), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12, THC None]

### **Snake, Spitting Cobra**

[#Enc. 1d6 (1d6), AL N, MV 90' (30'), AC 7, HD 1, #AT 1 (bite or spit), DG 1d3 + poison, SV F1, ML 7, THC None]

### **Snake, Pit Viper**

[#Enc. 1d8 (1d8), AL N, MV 90' (30'), AC 6, HD 2, #AT 1 (bite), DG 1d4 + poison, SV F1, ML 7, THC None]

### **Snake, Sea**

[#Enc. 1d8 (1d8), AL N, MV 90' (30'), AC 6, HD 3, #AT 1 (bite), DG 1 + poison, SV F2, ML 7, THC None]

### **Snake, Giant Python**

[#Enc. 1d3 (1d3), AL N, MV 90' (30'), AC 6, HD 5, #AT 2 (bite, constrict), DG 1d4/2d8, SV F3, ML 8, THC VI]

### **Snake, Giant Rattler**

[#Enc. 1d4 (1d4), AL N, MV 120' (40'), AC 5, HD 4, #AT 2 (bite), DG 1d4 + poison, SV F2, ML 8, THC VI]



### **Spectre**

[#Enc. 1d4 (1d8), AL C, MV 150' (50'), AC 2, HD 6, #AT 1 (touch), DG 1d8 + drain level, SV F6, ML 11, THC XVIII]

### **Spider, Giant Black Widow**

[#Enc. 1d3 (1d3), AL N, MV 60' (20') Web 120' (40'), AC 6, HD 3, #AT 1 (bite), DG 2d6 + poison, SV F2, ML 8, THC VI]

### **Spider, Giant Crab Spider**

[#Enc. 1d4 (1d4), AL N, MV 120' (40'), AC 7, HD 2, #AT 1 (bite), DG 1d8 + poison, SV F1, ML 7, THC VI]

### **Spider, Giant Tarantula**

[#Enc. 1d3 (1d3), AL N, MV 120' (40'), AC 5, HD 4, #AT 1 (bite), DG 1d8 + poison, SV F2, ML 8, THC VI]

### **Sprite**

[#Enc. 3d6, AL N, MV 60' (20') Fly 180' (60'), AC 5, HD 1d4 hp, #AT 1 (spell), DG special, SV E1, ML 7, THC IV]

### **Squid, Giant**

[#Enc. 0 (1d4), AL N, MV Swim 120' (40'), AC 7, HD 6, #AT 9 (8 tentacles, bite), DG 1d4 (all tentacles)/1d10, SV F3, ML 7 (9), THC VII]

### **Stegosaurus**

[#Enc. 0 (1d4), AL N, MV 60' (20'), AC 3, HD 11, #AT 1 (tail or trample), DG 2d8 or 2d6, SV F6, ML 7, THC None]

### **Statue, Animate Crystal**

[#Enc. 1d6 (1d6), AL L, MV 90' (30'), AC 4, HD 3, #AT 2 (fists), DG 1d6/1d6, SV F3, ML 11, THC None]

### **Statue, Animate Stone**

[#Enc. 1d3 (1d3), AL C, MV 60' (20'), AC 4, HD 5, #AT 2 (fists), DG 2d6/2d6, SV F5, ML 11, THC None]

### **Statue, Animate Iron**

[#Enc. 1d4 (1d4), AL N, MV 30' (10'), AC 4, HD 4, #AT 2 (fists), DG 1d8/1d8, SV F4, ML 11, THC None]

### **Stirge**

[#Enc. 1d10 (3d12), AL N, MV 30' (10') Fly 180' (60'), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9, THC XI]



### **Throgrhin**

[#Enc. 1d6 (1d10), AL C, MV 120' (40'), AC 6, HD 3, #AT 2 or 1 (2 claws or weapon), DG 1d3/1d3 or weapon, SV F3, ML 10, THC XX]

### **Titanothere**

[#Enc. 0 (1d6), AL N, MV 120' (40'), AC 5, HD 12, #AT 1 (butt or trample), DG 2d6 or 2d8, SV F6, ML 7, THC None]

### Toad, Giant

[#Enc. 1d4 (1d4), AL N, MV 90' (30'), AC 7, HD 2+2, #AT 1 (bite), DG 1d4+1, SV F1, ML 6, THC None]

### Treant

[#Enc. 0 (1d8), AL L, MV 60' (20'), AC 2, HD 8, #AT 2, DG 2d6/2d6, SV F8, ML 6, THC XX]

### Triceratops

[#Enc. 0 (1d4), AL N, MV 90' (30'), AC 2, HD 11, #AT 1 (gore or trample), DG 3d6, SV F6, ML 8, THC None]

### Troglodyte

[#Enc. 1d8 (5d8), AL C, MV 120' (40'), AC 5, HD 2, #AT 3 (2 claws, bite), DG 1d4/1d4/1d4, SV F2, ML 9, THC XXII]

### Troll

[#Enc. 1d8 (1d8), AL C, MV 120' (40'), AC 4, HD 6+3, #AT 3 (2 claws, bite), DG 1d6/1d6/1d10, SV F6, ML 10, THC XIX]

### Tyrannosaurus Rex

[#Enc. 0 (1), AL N, MV 120' (40'), AC 3, HD 20, #AT 1 (bite), DG 6d6, SV F10, ML 11, THC VII x 3]

## U

### Unicorn

[#Enc. 1d6 (1d8), AL L, MV 240' (80'), AC 2, HD 4, #AT 3 (2 hooves, horn), DG 1d8/1d8/1d8, SV F8, ML 7, THC None]

## V

### Vampire

[#Enc. 1d4 (1d6), AL C, MV 120' (40') Fly 180' (60'), AC 2, HD 7 to 9, #AT 1 (touch or special), DG 1d10 or drain life energy, SV F7 to F9, ML 11, THC XVII]

## W

### Weasel, Giant

[#Enc. 1d4 (1d6), AL N, MV 150' (50'), AC 7, HD 4+4, #AT 1 (bite), DG 2d4, SV F3, ML 8, THC VII]

### Whale, Killer

[#Enc. 0 (1d6), AL N, MV 240' (80'), AC 6, HD 6, #AT 1 (bite), DG 1d20, SV F3, ML 10, THC VII]



### Whale, Narwhal

[#Enc. 0 (1d4), AL L, MV 180' (60'), AC 7, HD 12, #AT 2 (bite, horn), DG 2d6/1d8, SV F12, ML 8, THC None]

### Whale, Sperm

[#Enc. 0 (1d3), AL N, MV 180' (60'), AC 6, HD 36, #AT 1 (bite), DG 3d20, SV F15, ML 7, THC VIII]

### Wight

[#Enc. 1d6 (1d8), AL C, MV 90' (30'), AC 5, HD 3, #AT 1, DG drain life energy, SV F3, ML 12, THC XXI]

### Wolf, Ordinary

[#Enc. 2d6 (3d6), AL N, MV 180' (60'), AC 7, HD 2+2, #AT 1 (bite), DG 1d6, SV F1, ML 8, THC None]

### Wolf, Dire

[#Enc. 1d4 (2d4), AL N, MV 150' (50'), AC 6, HD 4+1, #AT 1 (bite), DG 2d4, SV F2, ML 8, THC None]

### Wraith

[#Enc. 1d4 (1d6), AL C, MV 120' (40') Fly 240' (80'), AC 3, HD 4, #AT 1 (touch), DG 1d6 + drain life energy, SV F4, ML 12, THC XVIII]

### Wyvern

[#Enc. 1d2 (1d6), AL C, MV 90' (30') Fly 240' (80'), AC 3, HD 7, #AT 2 (bite, sting), DG 2d8/2d8 + poison, SV F4, ML 9, THC XVIII]

## D

### Yellow Mold

[#Enc. 1d8 (1d4), AL N, MV 0, AC NA, HD 2, #AT Spores, DG 1d6 + special, SV F2, ML NA, THC None]

## Z

### Zombie

[#Enc. 2d4 (4d6), AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12, THC None]

## Listing by Hit Dice

The following lists present monsters according to their number of HD, for easy generation of custom encounter tables. Each category includes HD with bonuses or penalties. For example, a monster with HD 2+2 will be found in the HD 2 category.

### HD 1 or fewer

Bat, Ordinary  
Bee, Giant Killer  
Beetle, Giant Fire  
Centipede, Giant  
Dwarf  
Elf  
Ferret, Giant  
Gnome  
Goblin  
Halfling  
Hawk, Ordinary  
Herd Animals  
Hobgoblin  
Kobold  
Men, Berserker  
Men, Brigand  
Men, Pirate  
Men, Merchant  
Men, Nomad  
Merfolk  
Morlock  
Nixie  
Orc  
Pixie  
Pterodactyl

Rat, Ordinary  
Rat, Giant  
Rot Grub  
Shrew, Giant  
Skeleton  
Snake, Spitting Cobra  
Sprite  
Stirge

## HD 2

Baboon, Higher  
Bat, Giant  
Beetle, Giant Spitting  
Camel  
Crocodile, Ordinary  
Dryad  
Fly, Giant Carnivorous  
Ghoul  
Gnoll  
Golem, Wood  
Green Slime  
Herd Animals  
Horse, Riding (wild)  
Insect Swarm  
Lizardfolk  
Locust, Subterranean  
Mule  
Neanderthal  
Pegasus  
Shadow  
Shark, Bull  
Snake, Pit Viper  
Spider, Giant Crab Spider  
Troglodyte  
Wolf, Ordinary  
Yellow Mold  
Zombie

## HD 3

Beetle, Giant Carnivorous  
Boar  
Bugbear  
Carcass Scavenger  
Cat, Mountain Lion

Crab, Giant  
Fish, Giant Piranha  
Gray Ooze  
Harpy  
Hawk, Giant  
Hell Hound  
Herd Animals  
Hippogriff  
Insect Swarm  
Lizard, Giant Gecko  
Lycanthrope, Wererat  
Shrieker  
Snake, Sea Snake  
Spider, Giant Black Widow  
Statue, Animate Crystal  
Throghrin  
Wight

## HD 4

Ape, Albino  
Bear, Black  
Blink Dog  
Cat, Panther  
Centaur  
Doppelganger  
Gargoyle  
Gelatinous Cube  
Hell Hound  
Herd Animals  
Insect Swarm  
Lizard, Giant Draco  
Lycanthrope, Wereboar  
Lycanthrope, Werewolf  
Medusa  
Ogre  
Rhagodessa, Giant  
Scorpion, Giant  
Shark, Mako  
Snake, Giant Rattler  
Spider, Giant Tarantula  
Statue, Animate Iron  
Unicorn  
Weasel, Giant  
Wolf, Dire  
Wraith

## HD 5

Bear, Grizzly  
Cat, Lion  
Cockatrice  
Fish, Giant Rockfish  
Hell Hound  
Hydra  
Lizard, Giant Horned Chameleon  
Lycanthrope, Weretiger  
Mummy  
Ochre Jelly  
Owl Bear  
Pteranodon  
Rust Monster  
Snake, Giant Python  
Statue, Animate Stone

## HD 6

Basilisk  
Bear, Polar  
Cat, Tiger  
Crocodile, Large  
Dragon, White  
Gray Worm  
Hell Hound  
Hydra  
Leech, Giant  
Lizard, Giant Tuatara  
Lycanthrope, Werebear  
Manticore  
Minotaur  
Phase Tiger  
Rhinoceros, ordinary  
Roc, Small  
Sea Serpent  
Spectre  
Squid, Giant  
Troll  
Whale, Killer

## HD 7

Bear, Cave  
Djinni  
Dragon, Black  
Griffon  
Hell Hound  
Hydra  
Toad, Giant  
Vampire  
Wyvern

## HD 8

Cat, Saber-tooth Tiger  
Dragon, Green  
Dragon, Sea  
Elemental, Air  
Elemental, Earth  
Elemental, Fire  
Elemental, Water  
Fish, Giant Catfish  
Giant, Hill  
Golem, Bone  
Gorgon  
Hydra  
Invisible Stalker  
Octopus, Giant  
Rhinoceros, Woolly  
Salamander, Flame  
Shark, Great White  
Treant  
Vampire



## HD 9

Chimera  
Demon Boar  
Dragon, Blue  
Elephant  
Giant, Stone  
Hydra  
Vampire

## HD 10

Black Pudding  
Dragon, Red  
Efreeti  
Ettin  
Fish, Giant Sturgeon  
Giant, Frost  
Golem, Amber  
Hydra

## HD 11

Dragon, Gold  
Giant, Fire  
Hydra  
Stegosaurus  
Triceratops

## HD 12

Elemental, Air  
Elemental, Earth  
Elemental, Fire  
Elemental, Water  
Giant, Cloud  
Hydra  
Roc, Large  
Salamander, Frost  
Titanothera  
Whale, Narwhal

## HD 13+

Crocodile, Giant  
Cyclops  
Dragon Turtle  
Elemental, Air  
Elemental, Earth  
Elemental, Fire  
Elemental, Water  
Giant, Storm  
Golem, Bronze  
Mastodon  
Purple Worm  
Roc, Giant  
Tyrannosaurus Rex  
Whale, Sperm



## **DESIGNATION OF PRODUCT IDENTITY**

The names Labyrinth Lord™ and Advanced Labyrinth Lord™, when used in any context, are product identity. All artwork, logos, and presentation are product identity, with the exception of artwork used under license. The name Goblinoid Games™ is product identity.

## **DESIGNATION OF OPEN GAME CONTENT**

All text and statistics, with the exception of material specifically excluded in the declaration of product identity, is open game content.

### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or

audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all

terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Rot Grub from the *Tome of Horrors*, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™, Copyright 2007, Daniel Proctor. Author Daniel Proctor.

Monster Listing, Copyright 2007 Daniel Proctor. Author Daniel Proctor.

#### END OF LICENSE

Copyright 2007, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor.

*This convenient reference list contains all of the essential statistics for the monsters from the LABYRINTH LORD fantasy role playing game. In addition, there are lists of monsters grouped by their number of hit dice, for easy generation of wandering monster tables. This book does not contain the monsters' descriptions.*

