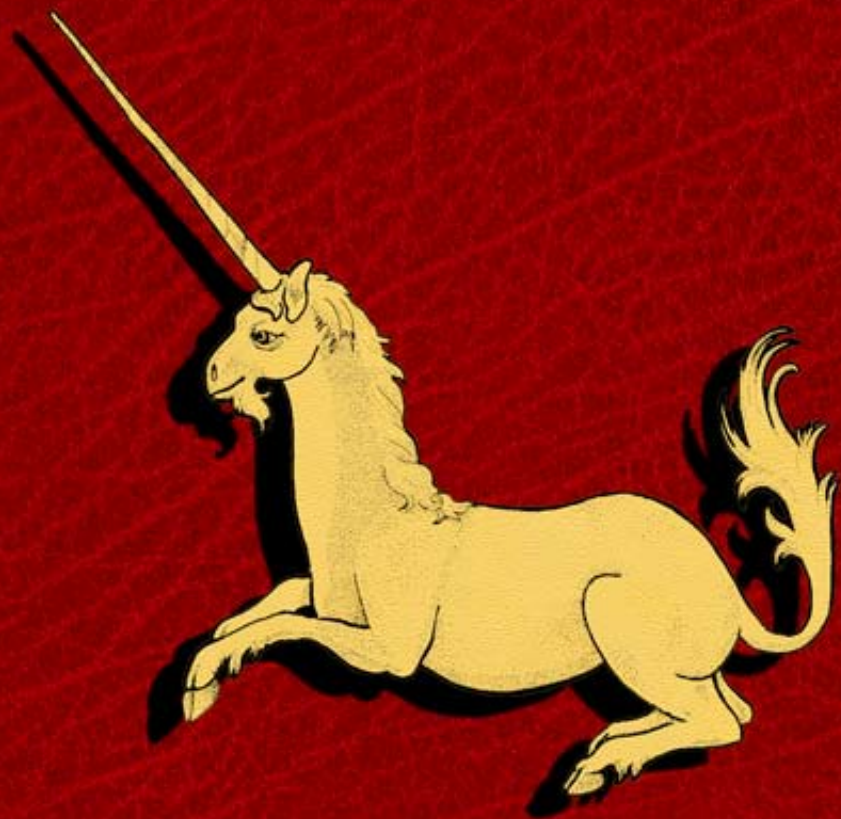


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Goblinoid Games

# LABYRINTH LORD

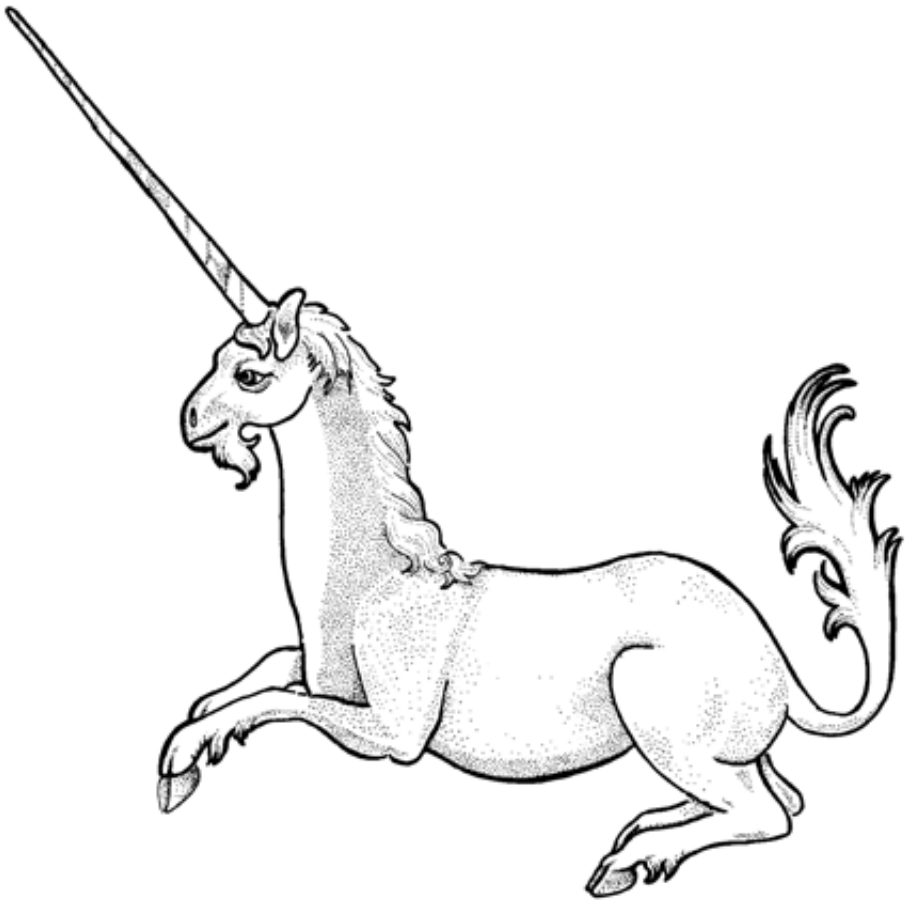
## Monster Listing



*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



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# 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]



### **Throgrin**

[#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]

### **Titanothera**

[#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



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*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.*

