

For use with Labyrinth Lord at www.goblinoidgames.com/labyrinthlord.htm layout by J. Chappell


p. 69 **DRAGON, RED** Mature Adult

-1

ARMOR CLASS

10 Ave
40 hp

HIT DICE



CHAOTIC

6 spaces
90'
(30')

MOVE **x3**

1d8, 1d8
4d8
2 claws, bite

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d4

Mountain-dwelling, fire-breathing, icon of vanity and evil

- Size Huge (26' long) Typical Intelligence 9 (average)
- *Flight Movement:* 240' (80') - 16 spaces
- *Fire Breath Attack:* 3 times / day, victims save vs. breath attack for half damage, damage = dragon's current hp, 90' linear, 30' wide cone, or cloud 20x50x40'
- 10% chance caught sleeping, 50% chance of speech
- *Spellcasting:* 4 1st, 4 2nd, 3 3rd level magic-user spells

XP VALUE: 1,700 or 2,400 **TREASURE:** XV

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
7	6	8	7	10	10

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9
11	10	9	8	7	6	5	4	3	2


p. 69 **DRAGON, BLACK** Mature Adult

2

ARMOR CLASS

7 Ave
28 hp

HIT DICE



CHAOTIC

6 spaces
90'
(30')

MOVE **x3**

1d4+1
1d4+1
2d10
2 claws, bite

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d4

Swamp-residing, acid-spewing archetype of malice and villainy

- Size Huge (20' long) Typical Intelligence 9 (average)
- *Flight Movement:* 240' (80') - 16 spaces
- *Acid Breath Attack:* 3 times / day, victims save vs. breath attack for half damage, damage = dragon's current hp, 60' linear, 5' wide cone, or cloud 20x50x40'
- 40% chance caught sleeping, 20% chance of speech
- *Spellcasting:* 5 1st level magic-user spells

XP VALUE: 790 or 1,140 **TREASURE:** XV

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	8

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9
13	12	11	10	9	8	7	6	5	4


p. 69 **DRAGON, BLUE** Mature Adult

0

ARMOR CLASS

9 Ave
36 hp

HIT DICE



NEUTRAL

6 spaces
90'
(30')

MOVE **x3**

1d6+1
1d6+1
3d10
2 claws, bite

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d4

Plains-roaming, lightning-blasting, embodiment of untamed fury

- Size Huge (24' long) Typical Intelligence 9 (average)
- *Flight Movement:* 240' (80') - 16 spaces
- *Lightning Breath Attack:* 3 times / day, victims save vs. breath attack for half damage, damage = dragon's current hp, 100'x5' long linear lightning only
- 20% chance caught sleeping, 40% chance of speech
- *Spellcasting:* 5 1st and 4 2nd level magic-user spells

XP VALUE: 1,700 / 2,400 **TREASURE:** XV

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	9

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9
12	11	10	9	8	7	6	5	4	3


p. 69 **DRAGON, GREEN** Mature Adult

1

ARMOR CLASS

8 Ave
32 hp

HIT DICE



CHAOTIC

6 spaces
90'
(30')

MOVE **x3**

1d6, 1d6
3d8
2 claws, bite

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d4

Forest-hunting, chlorine-spraying, incarnation of raging terror

- Size Huge (22' long) Typical Intelligence 9 (average)
- *Flight Movement:* 240' (80') - 16 spaces
- *Chlorine Breath Attack:* 3 times / day, victims save vs. breath attack for half damage, damage equals current hp of dragon, 50' long linear, 40' wide cloud
- 30% chance caught sleeping, 30% chance of speech
- *Spellcasting:* 4 1st, and 3 2nd level magic-user spells

XP VALUE: 1,060 / 1,560 **TREASURE:** XV

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	9

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9
12	11	10	9	8	7	6	5	4	3

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p. 76

GIANT, HILL

4

ARMOR CLASS



8 spaces
120'
(40')

MOVE x1

2d8
wooden club

DAMAGE

8 Ave
32 hp

HIT DICE

CHAOTIC

ENC: 1d4 **DESCRIPTION** # LAIR: 2d4

Enormous, Primitive Marauders

- Size Large (12' tall)
- Typical Intelligence 7 (low)

XVII +

XP VALUE: 560 TREASURE: 5K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	8


ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
12	11	10	9	8	7	6	5	4	3	

p. 76

GIANT, FROST

4

ARMOR CLASS



8 spaces
120'
(40')

MOVE x1

4d6
battleaxe

DAMAGE

10+1 Ave
41 hp

HIT DICE

CHAOTIC

ENC: 1d2 **DESCRIPTION** # LAIR: 1d4

Humongous Ice Vikings

- Size Large (18' tall)
- Typical Intelligence 14 (above average)
- *Special Defense: immune to cold attacks, including white dragon breath*
- *Special Attack: Boulder Hurling 3d6 damage, range 200'*
- *Animal Guardians: either (80% chance) 6d6 wolves or (20%) 3d6 polar bears*

XVII +

XP VALUE: 1,700 TREASURE: 5K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
7	6	8	7	10	9


ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
11	10	9	8	7	6	5	4	3	2	

p. 76

GIANT, FIRE

4

ARMOR CLASS



8 spaces
120'
(40')

MOVE x1

5d6
huge sword

DAMAGE

11+2 Ave
46 hp

HIT DICE

CHAOTIC

ENC: 1d2 **DESCRIPTION** # LAIR: 1d3

Gargantuan, Fiery and Furious

- Size Large (16' tall)
- Typical Intelligence 13 (above average)
- *Special Defense: immune to fire attacks, including red dragon breath*
- *Special Attack: Boulder Hurling 3d6 damage, range 200'*
- *Monster Guardians: either (80% chance) 3d6 hell-hounds or (20%) 1d3 hydras*

XVII +

XP VALUE: 2,000 TREASURE: 5K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
7	6	8	7	10	9

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
10	9	8	7	6	5	4	3	2	2	

p. 76

GIANT, STONE

4

ARMOR CLASS



8 spaces
120'
(40')

MOVE x1

3d6
stone club

DAMAGE

9 Ave
36 hp

HIT DICE

NEUTRAL

ENC: 1d2 **DESCRIPTION** # LAIR: 1d6

Rocky, Boulder-Hurling Goliaths

- Size Large (14' tall)
- Typical Intelligence 10 (average)
- *Special Attack: Boulder Hurling 3d6 damage, range 300'*
- *Animal Guardians: commonly keep bears as guards*

XVII +

XP VALUE: 1,700 TREASURE: 5K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	9

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
12	11	10	9	8	7	6	5	4	3	

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ARMOR CLASS

HIT DICE

MOVE

DAMAGE

ENC: **DESCRIPTION** # LAIR:

XP VALUE: **TREASURE:**

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9

ARMOR CLASS

HIT DICE

MOVE

DAMAGE

ENC: **DESCRIPTION** # LAIR:

XP VALUE: **TREASURE:**

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9

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ARMOR CLASS

HIT DICE

MOVE

DAMAGE

ENC: **DESCRIPTION** # LAIR:

XP VALUE: **TREASURE:**

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9

ARMOR CLASS

HIT DICE

MOVE

DAMAGE

ENC: **DESCRIPTION** # LAIR:

XP VALUE: **TREASURE:**

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE

ATTACK ROLLS									
0	1	2	3	4	5	6	7	8	9

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