

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

ORC

p. 89

6

ARMOR CLASS

1

HIT DICE

5 Ave

120'
(40')

MOVE

x1

1d6
or weapon

DAMAGE

ENC: 2d4 **DESCRIPTION** # LAIR: 1d5x10

The quintessential savage, brutal grunts

- Size Medium (6' tall)
- Intelligence 9 (medium)
- Infravision 90', Suffer -1 to hit in full sunlight
- *Leader* has 8 hp and +1 to damage rolls
- *Tribal Chief* attacks as 4HD, 15 hp, +2 damage
- Morale drops to 6 if leader or Chief is slain
- Typically carry 2d8+1 silver pieces each

XP VALUE: 10 / 13 / 27 **TREASURE:** II (XIX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	8

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
19	18	17	16	15	14	13	12	11	10	

BUGBEAR

p. 66

5

ARMOR CLASS

3+1

HIT DICE

14 Ave

90'
(30')

MOVE

x1

2d4
or weapon +1

DAMAGE

ENC: 2d4 **DESCRIPTION** # LAIR: 5d4

Big, mean and hairy lugs

- Size Large (8' tall)
- Intelligence 7 (medium low)
- Infravision 60', no penalty in daylight
- +1 to damage rolls for strength
- Stealthy — surprise opponents 50% of the time
- Typically carry 1d10+1 electrum pieces each

XP VALUE: 100 **TREASURE:** III (XXI)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	9

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
16	15	14	13	12	11	10	9	8	7	

GOBLIN

p. 77

6

ARMOR CLASS

1-1

HIT DICE

4 Ave

60'
(20')

MOVE

x1

1d6
or weapon

DAMAGE

ENC: 2d4 **DESCRIPTION** # LAIR: 6d10

Stinking and vicious little scamps

- Size Small (3 1/2' tall), Intelligence 7 (medium low)
- Infravision 90', Suffer -1 to hit in full sunlight
- Outdoors 20% chance 1 in 4 will have *Dire Wolf* mounts
- 2d6 *King's Bodyguards* attack as 2HD, 2d6 hp each
- *Goblin King* attacks as 3HD, 15hp, +1 damage
- Morale is 9 in presence of their king
- Typically carry 4d6 copper pieces each

XP VALUE: 5 / 7 / 10 **TREASURE:** I (XX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
17	14	16	15	18	7

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
19	18	17	16	15	14	13	12	11	10	

HOBGOBLIN

p. 81

4

ARMOR CLASS

1+1

HIT DICE

6 Ave

90'
(30')

MOVE

x1

1d8
or weapon

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 4d6

Disciplined and merciless brutes

- Size Medium (6 1/2' tall)
- Intelligence 11 (medium high)
- Infravision 60', no penalty in daylight
- 1d4 *King's Bodyguards* attack as 4HD, 3d6 hp each
- *Hobgoblin King* attacks as 5HD, 22 hp, +2 damage
- Morale is 10 in presence of their king
- Typically carry 2d8+1 silver pieces each

XP VALUE: 15 / 27 / 56 **TREASURE:** II (XIX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	8

ATTACK ROLLS										
0	1	2	3	4	5	6	7	8	9	
18	17	16	15	14	13	12	11	10	9	

Recommend printing on 8 1/2 x 11" 20 lb. cardstock or colored paper

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SKELETON

p. 94

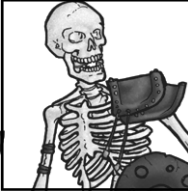
7

ARMOR CLASS

1

HIT DICE

5 Ave



60'

MOVE

(20')

MOVE

1d6

DAMAGE

by weapon

X1

CHAOTIC

ENC: 3d4

DESCRIPTION

LAIR: 3d10

Bone-chilling, relentless tomb guardians

- Size Medium (6' tall)
- Intelligence 1 (unintelligent)
- Attacks until destroyed, follows creator's commands blindly
- Immune to *Charm* or *Sleep* spells
- Typically does not carry treasure

XP VALUE: 13

TREASURE: None

ZOMBIE

p. 102


8

ARMOR CLASS

2

HIT DICE

8 Ave



120

MOVE

(40')

MOVE

1d8

DAMAGE

claw or weapon

X1

CHAOTIC

ENC: 2d4

DESCRIPTION

LAIR: 4d6

Grave-risen, worm-infested flesh eaters

- Size Medium (6' tall)
- Intelligence 1 (unintelligent)
- Attacks on sight
- Immune to *Charm* or *Sleep* spells
- Loses initiative automatically — attacks last every round
- Typically does not carry treasure

XP VALUE: 29

TREASURE: None

GHOUL

p. 76


6

ARMOR CLASS

2

HIT DICE

8 Ave



90'

MOVE

(30')

MOVE

2 claws, 1 bite - Paralysis

DAMAGE

X3

CHAOTIC

ENC: 1d6

DESCRIPTION

LAIR: 2d8

Gangly, creeping marrow-suckers

- Size Medium (6' tall)
- Avoids and dislikes the sun
- Immune to *Charm* or *Sleep* spells
- Turned as 3HD undead, not 2HD
- Special Attack: *Paralysis*. Successful hit causes *Paralysis*, lasting 2d4 turns unless the victim makes a saving throw vs. paralysis. Once paralyzed, the ghoul will move onto other targets
- Typically do not carry treasure — kept in lair only.

XP VALUE: 47

TREASURE: XXI

WIGHT

p. 101


5

ARMOR CLASS

3

HIT DICE

13 Ave



90'

MOVE

(30')

MOVE

Life Energy Drain

DAMAGE

X1

CHAOTIC

ENC: 1d6

DESCRIPTION

LAIR: 1d8

Frightful, life-leeching barrow dwellers

- Size Medium (6' tall)
- Intelligence: 5 (semi intelligent)
- Immune to *Charm* or *Sleep* spells
- Only harmed by magic, blessed or silver weapons
- Special Attack: *Life Energy Drain*. Successful hit causes *Level Drain* 1 level/hit die from victim, no saving throw. If reduced to level 0, victim dies and becomes a wight themselves in 1d4 days.
- Typically do not carry treasure — kept in lair only.

XP VALUE: 110

TREASURE: XXI

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Interpreted for Labyrinth Lord by jonchappellnow@yahoo.com

ARMOR CLASS

PIC

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

PIC

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

PIC

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

PIC

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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