

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

p. 99 **TROLL**


4

ARMOR CLASS

6+3

27 Ave

HIT DICE



8 spaces
120'
(40')

MOVE

x2

1d6 / 1d6
1d10
2 claws
or bite

DAMAGE

ENC: 1d8 **DESCRIPTION** # LAIR: 1d8

Grim, green and gangly goons

- Average Size Large (8' tall)
- Average Intelligence 6 (low)
- *Regenerate* 3hp per round, starts 3 rounds after initial damage. If brought to 0 hp, will recover in 2d6 rounds
- *Fire or acid* damage does not regenerate
- Typically do not carry treasure

XP VALUE: 600 TREASURE: XIX

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	10

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

p. 89 **OGRE**


5

ARMOR CLASS

4+1

17 Ave

HIT DICE



6 spaces
90'
(30')

MOVE

x1

1d10
(1 club)

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 2d6

Lumbering, dim-witted club-swinging brutes

- Average Size Large (9' tall)
- Average Intelligence 6 (low)
- Typically carry 1d6 x 100 gp pieces each

XP VALUE: 215 TREASURE: (XX) + 1K gp

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	10

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

p. 74 **ETTIN**


3

ARMOR CLASS

10

40 Ave

HIT DICE



8 spaces
120'
(40')

MOVE

x2

2d8, 3d6
(club, club)

DAMAGE

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

Brawny, two-headed, savage monstrosities

- Average Size Large (13' tall)
- Average Intelligence 6 (low)
- *Difficult to Surprise*, only 1 on a 1d6
- Typically do not carry treasure

XP VALUE: 1,700 TREASURE: (XIX)

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. 87 **MINOTAUR**


6

ARMOR CLASS

6

24 Ave

HIT DICE



8 spaces
120'
(40')

MOVE

x2/x1

1d6, 1d6
gore, bite
or weapon

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 1d8

Horned, labyrinth-dwelling bullies

- Average Size Large (8' tall)
- Average Intelligence 5 (low)
- *Strength Bonus*, +2 damage with any melee weapon
- Typically do not carry treasure

XP VALUE: 2,400 TREASURE: (XX)

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
13	10	12	11	14	12

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

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TROGLODYTE


5

ARMOR CLASS

2

HIT DICE

8 Ave



8 spaces

120' (40')

MOVE

1d4x3
2 Claws, 1 Bite
or
weapon

DAMAGE

x3

CHAOTIC

ENC: 1d8 **DESCRIPTION** # LAIR: 5d8

Slimy, nausea-inducing fin-backs

- Average Size Medium (5' tall)
- Average Intelligence 10 (average)
- *Chameleon skin* surprises 1-4 on 1d6
- *Stench gland* causes humans and demihumans -2 on attack rolls
- Typically do not carry treasure

XP VALUE: 38 TREASURE: (XXII)

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
18	17	16	15	14	13	12	11	10	9

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LIZARDFOLK

5

ARMOR CLASS

2+1

HIT DICE

9 Ave



4 spaces

60' (20')

MOVE

1d6+1
or
weapon

DAMAGE

x1

NEUTRAL

ENC: 2d4 **DESCRIPTION** # LAIR: 6d6

Scaly, amphibious, swamp primitives

- Average Size Medium (6' tall)
- Average Intelligence 6 (semi-intelligent)
- Swim Movement 120 (40')
- Typically do not carry treasure

XP VALUE: 47 TREASURE: (XIX)

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

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

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GNOLL


5

ARMOR CLASS

2

HIT DICE

8 Ave



6 spaces

90' (30')

MOVE

2d4
or
weapon +1

DAMAGE

x1

CHAOTIC

ENC: 1d6 **DESCRIPTION** # LAIR: 3d6

Carnivorous, hyena-headed pack hunters

- Average Size Large (7' tall)
- Average Intelligence 7 (medium low)
- For every 20, *Pack Leader* attacks as 3 HD w/ 16 hp
- Typically do not carry treasure

XP VALUE: 47 / 65 TREASURE: (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

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KOBOLD


7

ARMOR CLASS

1d4

HIT DICE

2 Ave



4 spaces

60' (20')

MOVE

1d4
or
weapon -1

DAMAGE

x1

CHAOTIC

ENC: 4d4 **DESCRIPTION** # LAIR: 6d10

Trap-building, dog-like tunnel sneaks

- Average Size Small (2½' tall)
- Average Intelligence 9 (average)
- 90' Infravision
- *Chief* attacks as 2HD, with 9 hp
- *Bodyguards* attack as 1+1HD, with 6 hp each
- Morale is 8 in presence of Chief
- Typically carry 4d6 copper pieces each


XP VALUE: 5 / 6 / 21 TREASURE: I (XII)

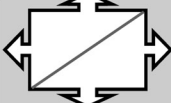
SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
17	14	16	15	18	6


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


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ARMOR CLASS


MOVE


HIT DICE



DAMAGE

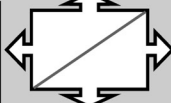
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XP VALUE:
TREASURE:


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


MOVE


HIT DICE



DAMAGE

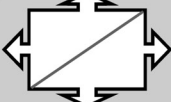
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XP VALUE:
TREASURE:

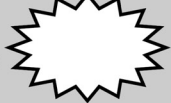
SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE

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


ARMOR CLASS


MOVE


HIT DICE



DAMAGE

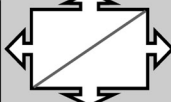
ENC: DESCRIPTION # LAIR:


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


MOVE


HIT DICE


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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