

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

p. 101 **WRAITH**

3

ARMOR CLASS

4

Ave 16 hp

HIT DICE



CHAOTIC

8 spaces

120' (40')

MOVE

1d6 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d6
Erie, billowing, incorporeal life-leaches

- Size Medium (6' tall)
- Typical Intelligence 7 (low)
- *Flight Movement* 240' (80') - 16 spaces
- Immune to *charm, hold and sleep* spells. Unharmed by normal weapons, silver weapons do half damage, magical weapons do full
- *Energy Drain*: successful hit drains 1 levels + damage. PCs who reach 0 levels become specters themselves and must obey the master.

XP VALUE: 300 **TREASURE:** XVIII

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	
16	15	14	13	12	11	10	9	8	7	

p. 99 **VAMPIRE**

2

ARMOR CLASS

7to9

Ave 32 hp

HIT DICE



CHAOTIC

8 spaces

120' (40')

MOVE

1d10 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d6
Bloodletting Lords of the Night

- Size Medium (6' tall) Typical Intelligence 10 (medium)
- *Flight Movement* 180' (60') - 12 spaces
- Immune to *charm, hold and sleep* spells. Unharmed by normal weapons. *Electricity* and *cold* does half damage.
- *Charm Gaze*: -2 save / *Regenerate*: 3hp per round
Gaseous Form: at will or at 2 hp / *Shape Change*: large bat
Summon: 1d10x10 bats, 2d4 dire wolves in 2d6 rounds
- *Energy Drain*: hit drains 2 levels + damage. PCs who reach 0 levels become vampires themselves and must obey.

XP VALUE: 3150 / 5060 / 7300 **TREASURE:** XVII

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
9	8	10	9	12	11

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

p. 95 **SPECTRE**


2

ARMOR CLASS

6

Ave 24 hp

HIT DICE



CHAOTIC

10 spaces

150' (50')

MOVE

1d8 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d8
Wicked, soul-sucking phantoms

- Size Medium (6' tall)
- Typical Intelligence 8 (medium low)
- *Flight Movement* 300' (100') - 20 spaces
- Immune to *charm, hold, and sleep* spells. Unharmed by normal weapons including silver.
- *Energy Drain*: successful hit drains 2 levels + damage. PCs who reach 0 levels become specters themselves and must obey the master.

XP VALUE: 1070 **TREASURE:** XVIII

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

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

p. 88 **MUMMY**


3

ARMOR CLASS

5+1

Ave 21 hp

HIT DICE



CHAOTIC

4 spaces

60' (20')

MOVE

1d12 + disease

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 1d12
Embalmed, shuffling plague bearers

- Size Medium (6' tall)
- Typical Intelligence 6 (low)
- Immune to *charm, hold, and sleep* spells. Harmed only by magical weapons, fire, or spells
- *Inspire Dread*: save vs. paralysis or freeze in terror
- *Mummy Rot*: successful hit does damage that cannot be healed magically, and heals at 1/10th the normal rate. Rot can be removed with a *remove curse* spell

XP VALUE: 860 **TREASURE:** XIX

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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(p. 91) **RAT, GIANT**

7

ARMOR CLASS

1/2
(1d4) Ave
2 hp

HIT DICE



8 spaces
120'
(40')

MOVE

1d3 bite
disease x1

DAMAGE

NEUTRAL

ENC: 3d6 **DESCRIPTION** # LAIR: 3d10
Sewer and cellar-dwelling urban vermin

- Size: Small (3' long or more)
- Intelligence 2 (low animal)
- Swim Movement 60' (20')
- Afraid of fire
- **Disease Attack:** 5% chance bitten character will contact disease. *Save versus poison.* Failure means character dies in 1d6 days. Success means character is bedridden for 30 days, at the end of which there is a 25% chance of death.

XP VALUE: 5 **TREASURE: XX**

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	

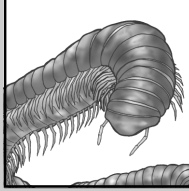
(p. 67) **CENTIPEDE, GIANT**

9

ARMOR CLASS

1/2
(1d4) Ave
2 hp

HIT DICE



4 spaces
60'
(20')

MOVE

1 bite
poison x1

DAMAGE

NEUTRAL

ENC: 2d4 **DESCRIPTION** # LAIR: 1d8
Multi-legged creepy crawlies

- Size: small (1' long)
- Intelligence: 0 (insect)
- **Poison Attack:** No damage occurs from bite. Victim must *save versus poison* or be horribly sick for 10 days. During this time no physical activity other than half of movement is possible.

XP VALUE: 6 **TREASURE: None**

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

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

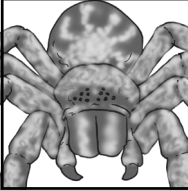
(p. 96) **SPIDER, GIANT CRAB**

7

ARMOR CLASS

2d8
Ave
8 hp

HIT DICE



8 spaces
120'
(40')

MOVE

1d8
+poison x1

DAMAGE

NEUTRAL

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

- **Venomous, chameleonic, pouncing arachnids**
- Size: Medium (5' long)
- Intelligence: 0 (insect)
- **Surprise Attack:** Surprise on 1-4 of 1d6 due to color shifting
- **Poison Attack:** successful hit causes *save versus poison* or victim dies in 1d4 turns. Due to the less potent nature of the poison the save is at +2.

XP VALUE: 38 **TREASURE: VI**

SAVING THROWS					
BREATH ATTACK	POISON DEATH	PETRIFY PARALYZE	WANDS	SPELLS DEVICES	MORALE
15	12	14	13	16	7

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

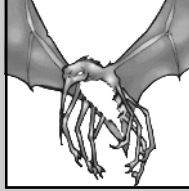
(p. 97) **STIRGE**

7

ARMOR CLASS

1
Ave
4 hp

HIT DICE



12 spaces
180'
(60')

MOVE

1d3
blood drain x1

DAMAGE

NEUTRAL

ENC: 1d10 **DESCRIPTION** # LAIR: 3d12
Flocking, proboscis-skewering suckers

- Size Small (1' tall)
- Intelligence 1 (insect)
- Crawling Movement 30' (10') 2 spaces
- **Speed Attack:** first attack is +2 to hit
- **Blood Drain:** After a successful hit, it latches on for 1d3 per round where it remains until killed or it kills the victim

XP VALUE: 16 **TREASURE: XI**

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	
19	18	17	16	15	14	13	12	11	10	

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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

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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