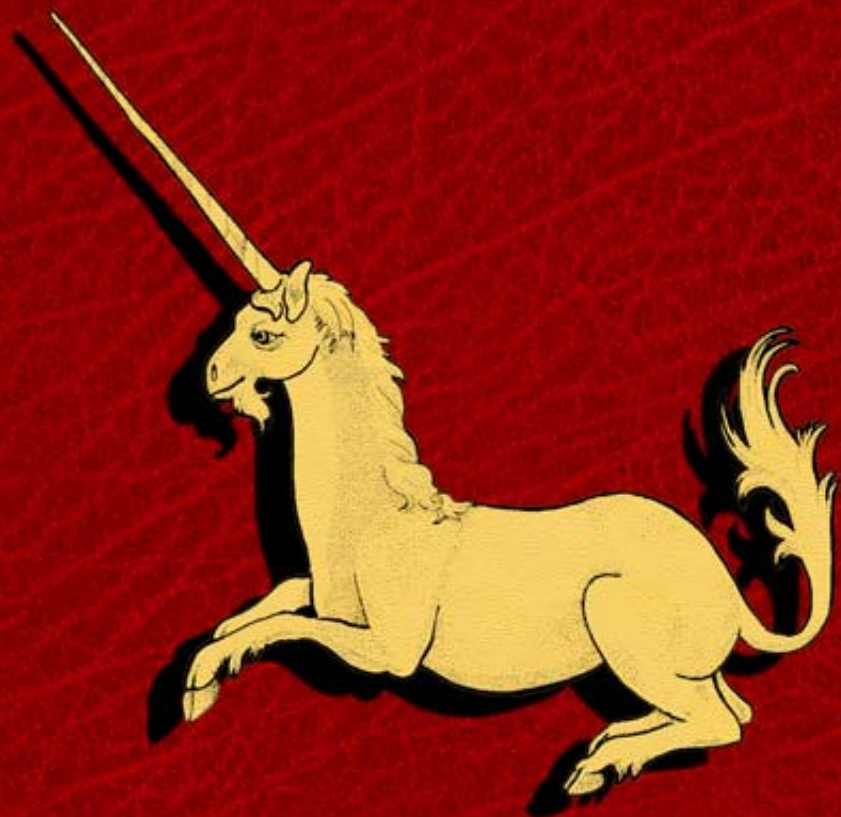


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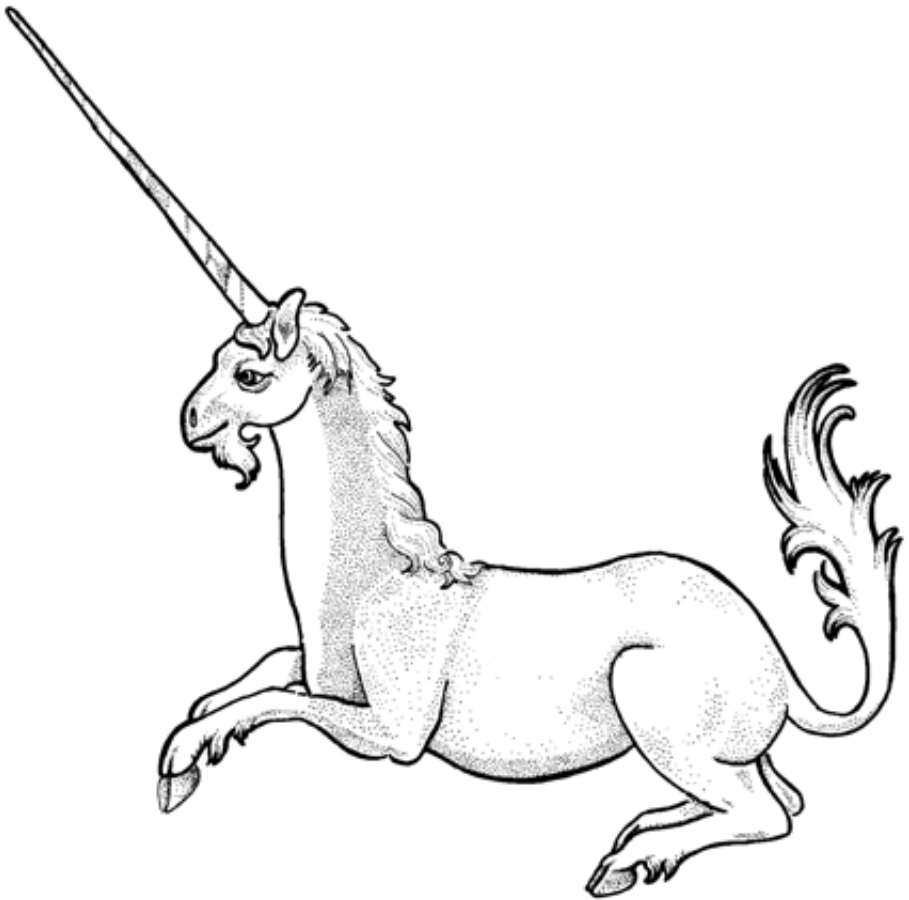
Monster Listing



*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

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Monster Listing



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.



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 XVII]

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]

Etlin

[#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 VII]



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 VII]

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 VII]

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 VII]

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 XXII]

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 XII]

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]



Throgrhin

[#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, Sperma

[#Enc. 0 (1d3), AL N, MV 180' (60'), AC 6, HD 36, #AT 1 (bite), DG 3d20, SV F15, ML 7, THC VII]

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]

Y

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.***

