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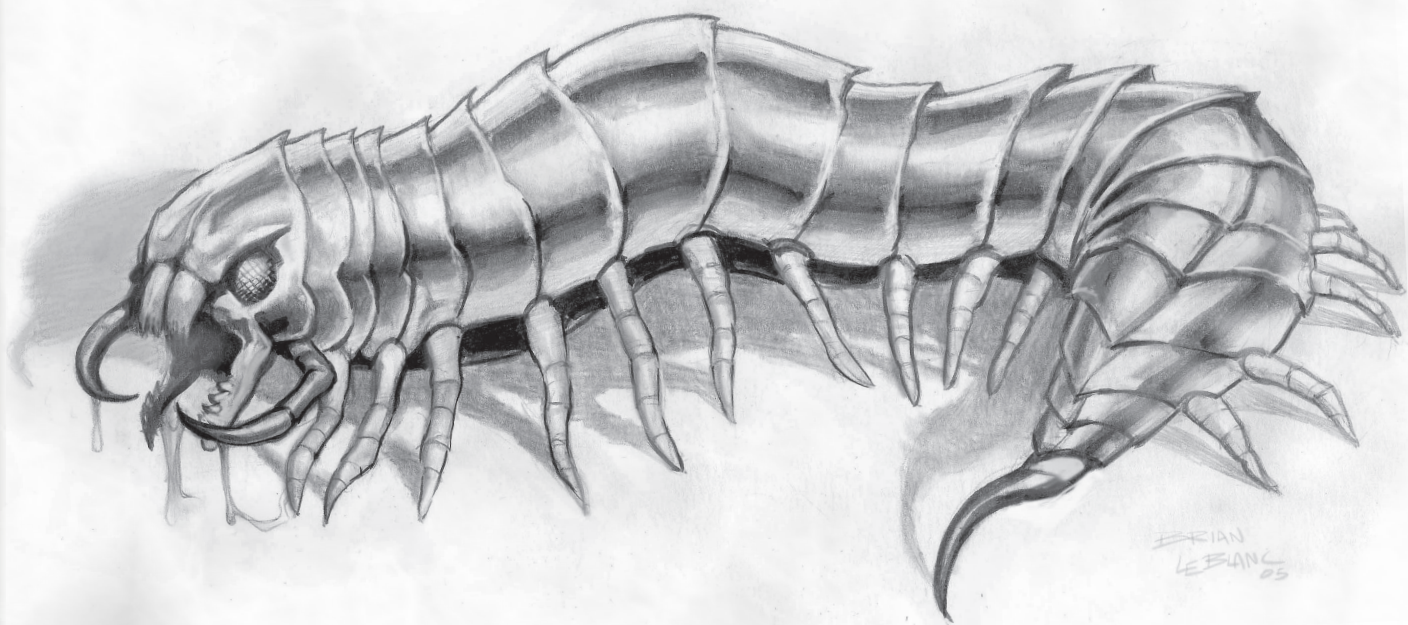
THE SWORDS & WIZARDRY LEGION!

MORE MONSTERS, MORE PLAY ACCESSORIES AND MORE FOR YOUR PERSONAL SWORDS & WIZARDRY LIGHT CAMPAIGNS! ENJOY!!

THE TOME OF HORRORS

VOLUME I

LIGHT



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Ant, Giant (Worker)

AC3(16) HD2 Attacks: Bite (1d6) Move: 18

Giant ants live in vast subterranean colonies tunneled through soil and even stone. They can be found wandering solo or in groups of 2d6, completing various tasks for their colony.

Ant, Giant (Warrior)

AC3(16) HD3 Attacks: Bite (1d6+Poison) Move: 18

Special: Poison

Giant warrior ants are more aggressive than regular giant ants and act to defend the colony. Their bite is poisonous and causes another 1d6 of damage unless a successful Saving Throw is made.

Bear, Black

AC7(12) HD4+1 Attacks: Claws (1d6+special) Move: 9

Special: Hug

Bears can be found in any territory with mountains, caves or forests. On an attack roll of 18 or over, the victim is grabbed and hugged for an additional 1d6 pts of damage.

Centaur

AC5(14), 4(15)w/shield HD4 Attacks: Kick (1d6) or Weapon (1d6) Move: 18

Half-man, half-horse, centaurs are fierce warriors when angered. They are nomadic and are often encountered traveling in pairs (scouts) or in teams of 1d6+2. They are proficient in all types of weapons, and are sometimes of evil disposition.

Centipede, Giant

AC5(14) HD2 Attacks: Bite (1d6+1+Poison) Move: 15

Special: Poison (Save at +6)

These chitin-armored predators are man-sized and have a terrible bite. A failed Saving Throw leads to death.

Crab, Giant

AC3(16) HD3 Attacks: Pincer (1d6+2) Move: 9

These crustaceans are around 5 feet in diameter and can be found near water, either below it or on shore.

Dog

AC7(12) HD1 Attacks: Bite (1d3) Move: 15

These are the stats for normal, wild dogs. They travel in packs of 1d6+1. Trained War Dogs have an extra HD and cause 1d6 per bite.



Frog, Giant

AC7(12) HD2 Attack: Bite (1d6) Move: 3 (100 Leap)

These giant amphibians are usually six feet long and can leap up to 100 feet forward when they are chasing prey.

Frog, Giant Killer

AC7(12) HD1+4 Attacks: Bite (1d3) Move: 3 (15 leaping)

About three feet long, giant killer frogs are the product of insane breeding experiments. They have sharp teeth, and attack relentlessly, hunting in packs (2d6).

Giant, Hill

AC4(15) HD8 Attacks: Fist or Club (2d6) Move: 12

Special: Hurl rocks (2d6)

Standing 10 feet or taller, what giants lose in intelligence they make up for in brute strength. Hill Giants are hulking cave dwellers that dress in dirty pelts and hides and enjoy eating human flesh. They can throw rocks up to 100 feet for 2d6 damage.

Harpy

AC7(12) HD3 Attacks: Talon (1d3) or Weapon (1d6-1) Move: 6 (18 flying) Special: Siren Song (Charm)

Harpies have the upper body of a human female and lower body and wings of a vulture. These creatures sing a song that draws victims to the harpy to be torn to pieces and eaten. (Saving Throw to resist).

Hell Hound

AC4(15) HD4 Attacks: Bite (1d6) and Fire Breath Move: 12

Special: Breathe fire for 8 pts of damage (save for half damage)

Hell Hounds are fire-breathing dogs of the underworld. They have charcoal black skin and red eyes. In addition to biting, they can breathe fire every round, inflicting 2 hp damage per HD (10 ft range, Saving Throw for half damage).

Horse

AC7(12) HD2 Attacks: Special Move: 18

Horses are excellent sources of transportation when outdoors; they can carry a man-sized rider and his belongings with no problem, but tend to bolt when faced with monsters. Normal horses do not engage in combat; warhorses are specially trained horses that get a +1 HP per HD and have a hoof attack for 1d6 when ridden into battle.

Human, Bandit

AC7(12) HD1 Attacks: Weapon (1d6-1) Move: 12

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice. They most often wear leather armor and use short swords & daggers for weapons.

Human, Berserker

AC7(12) HD1 Attacks: Weapon (1d6) Move: 12

Special: Berserking (+2 to attack)

Berserkers are primitive humans who fight with astounding ferocity. A bonus of +2 to attack is added when they are "berserking". They do not wear armor heavier than leather armor, and typically use spears and war hammers as weapons.

Human, Soldier

AC3(14) HD2 Attacks: Weapon (1d6) Move: 12

Soldiers are armored in chainmail and typically travel in groups, or units, of 2d6. They are usually armed with both a hand-to-hand and missile weapon (long sword & bow).

Lizard, Giant

AC5(14) HD3 Attacks: Bite (1d6+1) Move: 12

Giant lizards are about 4 feet tall at the shoulder, and can climb walls or trees with ease.



Medusa

AC3(11) HD4 Attacks:

Weapon (1d6-1)

+Special Move: 9

Special: Gaze turns to stone, Hair is poisonous snakes

The terrifying medusa has a female face but hair of writhing snakes and the body of a serpent where her legs would be. While a relatively weak hand-to-hand combatant, anyone meeting her gaze turns to stone (Saving Throw). In addition, when in melee combat her snakes can bite as one attack per round (1 pt if hit + Save vs poison or death).

Ophidian

AC4(15), AC3(16) w/shield HD3+

Attacks: Weapon (1d6+1) or Bite (1d3) Move: 12+

Special: Bite

Ophidians are an ancient race of bipedal snake beings, with scaly arms and a somewhat human looking head. They are denizens of hot climates, often found in forgotten cities or temples. If the bite of an ophidian is not saved against, the one bitten will slowly turn into an ophidian in 1d4 days unless cured.

Piercer

AC 3(16) HD 1-4+

Attacks: 1 drop/pierce

(1d6 per HD) Move: 1

Special: Drop from above

Piercers resemble stalactites, and drop from cavern ceilings

to pierce their victims. After falling & feeding they slowly crawl back to the ceiling to repeat the cycle. Their damage is a function of their HD (1d6 per HD of the creature).

Sahuagin

AC3(14) HD2+1 Attacks: Bite (1d3) or Weapon (1d6+1)

Move: 12 (18 Swim)

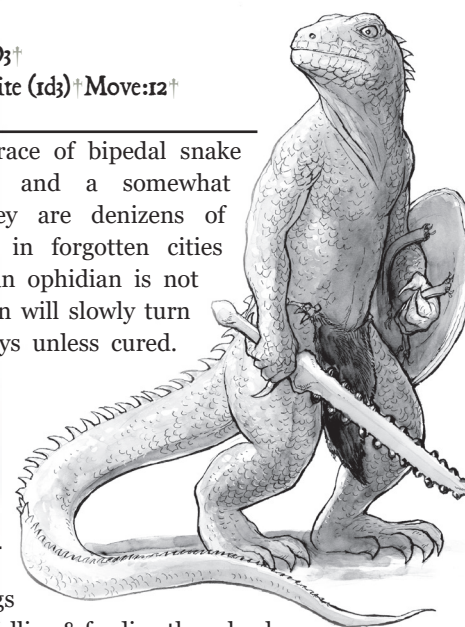
Sahuagin are evil fish-men having a mouth filled with shark-like teeth. They live in salt water and raid the surface world for plunder and sport. They often tame and ride sharks.

Shadow

AC7(12) HD2+2 Attacks: Touch (1d6-1+Drain) Move: 12

Special: Immune to Sleep & Charm, immune to non-magical weapons, drain Strength

Shadows are undead creatures resembling dark, moving shadows with white holes where their eyes would be. They are not corporeal, and besides being immune to Sleep and Charm they can only be harmed by spells or magic weapons. Their chill touch drains a pt of Strength (Saving Throw), and if a victim is killed or completely drained of Strength he becomes a shadow himself. Lost Strength points regenerate after 24 hours.



Shark

AC6(13) HD 3-8 Attacks: Bite (1d6) Move: 24 (Swimming only)

Sharks can be found in any salt-water ocean or sea. When there is blood in the water, sharks will come to investigate (1d6+2). Sharks can be found up to 8 HD(over 10 feet long), and each HDabove 3 gives them another +1 to damage.

Snake, Poisonous

AC5(14) HD1 Attacks: Bite (1 pt+poison) Move: 16

Special: Poisonous bite (+2 Saving Throw)

Normal snakes are not particularly dangerous, but types such as the viper, cobra and rattlesnake have a lethal bite. A failed Saving Throw (+2 to save) leads to death in 1d6 turns.

Snake, Poisonous (Giant)

AC5(14) HD4 Attacks: Bite (1d3+Poison) Move: 12

Special: Poisonous Bite (Save or Die)

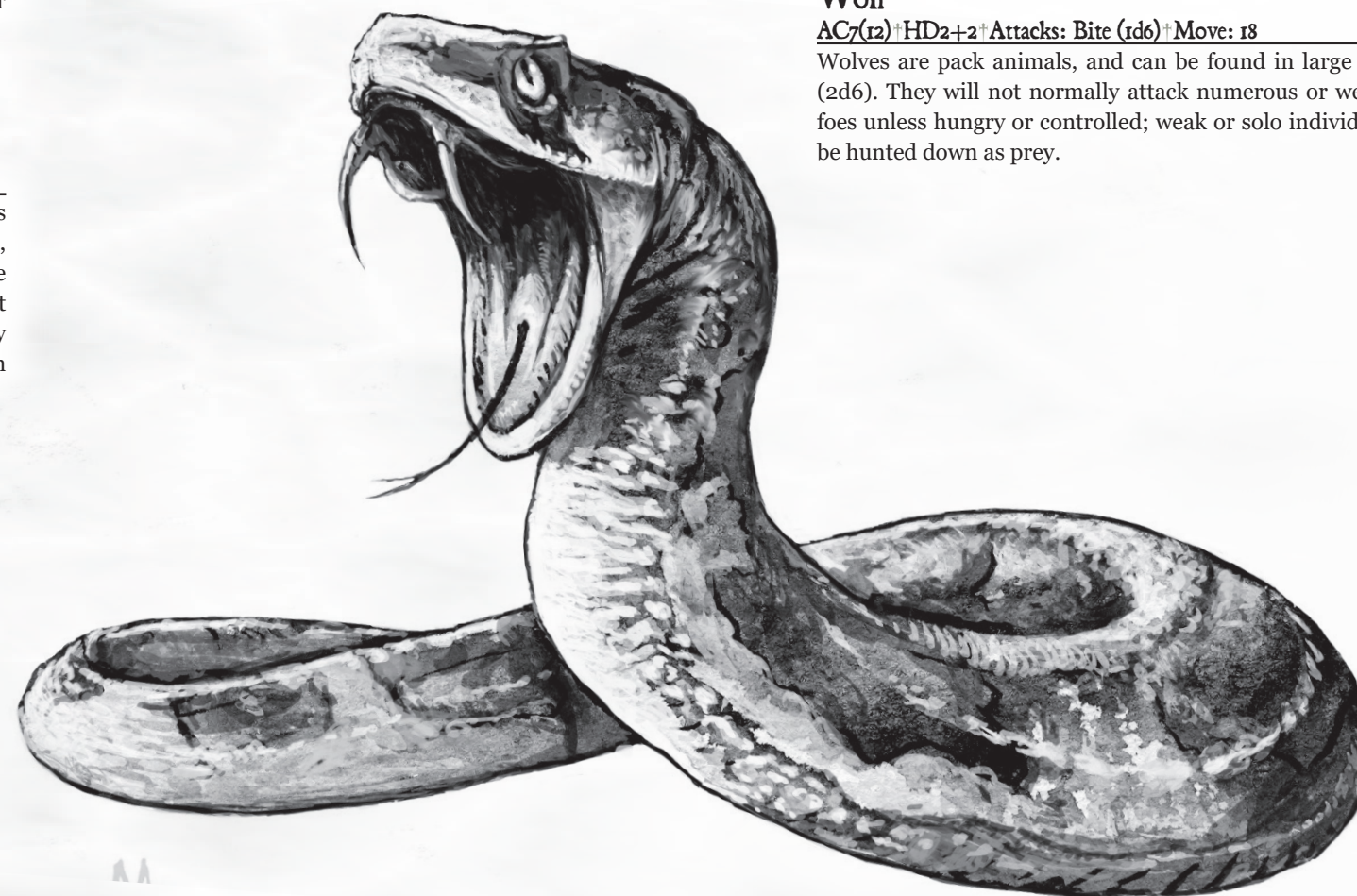
This is the giant version (10 ft or longer) of poisonous snakes such as the viper, cobra or rattlesnake. When bitten, a failed Saving Throw means immediate death.

Spider, Giant (Smaller)

AC8(11) HD1+1 Attacks: Bite (1 pt+Poison) Move: 9

Special: Poison (Saving Throw +2)

Smaller versions of the giant spider (1 ft in diameter), these do not spin webs but instead leap and crawl upon their victims. Their bite is poisonous (Saving Throw at +2 or die).



Spider, Giant (Greater)

AC4(15) HD4+2 Attacks: Bite ((1d6+2)+Poison) Move: 4

Special: Poison (save or die), Webs

These spiders are 6 feet in diameter and are web builders. Those caught in the spider's web must make a Saving Throw or become stuck, unable to move or fight until released. These webs are flammable. Their bite is deadly poison (save or die).

Stirge

AC7(12) HD1+1 Attacks: Sting (1d3 + Drain)

Move: 3 (18 when flying) Special: Drain blood 1d3/round

Resembling small, feathered, bat-winged ant-eaters, stirges have a proboscis which they jab into prey to drain blood. After a stirge's first hit, it stays attached and drains blood at a rate of 1d3 pts a round until removed or killed.

Troglodyte

AC4(15) HD2 Attacks: Bite (1d3) or Weapon (1d6+1) Move: 12

Special: Stench, Chameleon skin

Troglodytes are subterranean reptile-people, primitive enough they use stone axes and spears in battle. When in battle, they exude a horrible stench (Saving Throw) that will cause the victim to attack at -1 for 1d6 rounds should they fail a save. Their chameleon skin works especially well underground, giving them the ability to Hide in Shadows/Move Silently as a thief (1 in 6 chance).

Wolf

AC7(12) HD2+2 Attacks: Bite (1d6) Move: 18

Wolves are pack animals, and can be found in large numbers (2d6). They will not normally attack numerous or well-armed foes unless hungry or controlled; weak or solo individuals may be hunted down as prey.