

# MONSTERS OF LEGEND



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# MONSTERS OF LEGEND

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# INTRODUCTION

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The world is wide and dangerous. Beasts of all descriptions – natural and supernatural – hunt, lurk and prey on the unwary. Non-human, intelligent races co-exist with humankind, sometimes in competition, sometimes harmoniously and sometimes acrimoniously. Adventurers, whether at home or on their travels, will encounter creatures of all persuasions and will hunt them, be hunted by them, trade with them and, inevitably, battle them.

This book details a selection of creatures for *Legend*, along with the rules that distinguish them from Adventurers. However, as is evident from each creature's entry, they possess the same characteristics and attributes as humans and, very often, similar skills. This means that some creatures can also be played as Adventurers, for those players and Games Masters who want, and enjoy, a mixture of human and non-human races in their *Legend* games.

*Monsters of Legend* requires only the *Legend Core Rulebook*. *Arms of Legend* may prove useful but is by no means essential.

## Adventuring Creatures

Every creature detailed in this book has a set of statistics that may be used to represent most individuals of that species that the players face – these are considered to be 'average' members of the species.

Alternatively, Games Masters are free to generate their own creature characters, using all the normal rules in the Adventurer Creation chapter of the *Legend Core Rulebook*. Every creature listed in this book have random Characteristics and any important traits listed, allowing Games Masters to create a character from each creature race. In addition, Games Masters might like to use the experience rules from the Improving Adventurers chapter in the *Legend Core Rulebook* to make more powerful creatures for players to confront. This is particularly relevant when creating 'leader' type characters. For example, if there is a beastman lair within a scenario, it makes perfect sense to have perhaps a dozen of the 'average' beastmen and a leader who is much more powerful than the rest.

## Creatures and Intelligence

Some of the creatures listed in this book have randomly determined INT, such as the beastmen with an INT of 2D6+6. Others have only a single number listed as INT. A creature with a randomly determined INT is considered sapient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is sentient but not sapient.

Fixed-INT creatures tend to operate on instinct, rather than logic or intuition. This does not mean that all fixed-INT creatures with the same INT score are identically intelligent but it does mean that all lions (INT 5) are more intelligent than horses (INT 4). Creatures with a very large fixed INT have rudimentary reasoning abilities, as well as a set of complex and finely-honed instincts.

# Traits

Many creatures have Traits. These are special abilities above and beyond their normal Characteristics, Attributes and Skills. The full description of these Traits and their effect on the game is covered here.

## *Breathe Flame*

The creature may breathe flame over an area as a Combat Action. The flame covers a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to ½ the creature's POW in width.

Any Adventurer caught in the flame suffers the noted fire damage to all Hit Locations, though an Adventurer may dive for cover to halve this damage and Armour Points count as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

## *Dark Sense*

The creature possess a combination of Dark Sight, olfactory awareness and echolocation to achieve precise underground awareness and orientation. Creatures with this trait function as well underground as humans function above it in broad daylight.

## *Dark Sight*

Allows the creature to treat pitch black conditions as darkness.

## *Diseased*

The creature carries a contagious disease, which is passed on to anyone who is wounded by its attacks, or remains in close proximity to its body without sanitary precautions. The description will describe the particular contagion the creature employs.

## *Earth Sense*

Some creatures are so in tune with the rock around them that they can work perfectly well in the total darkness of the deep. By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty, so long as their target is no more than 10 metres away.

## *Excellent Swimmer*

The creature gains a +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

## *Formidable Natural Weapons*

This creature's natural weapons are as tough and durable as metal. As such they may parry weapon attacks. The SIZ of the weapon, for parrying purposes, is given in the description of the creature's attacks.

## *Life Sense*

In tune with the rhythms of nature, this creature can determine the vitality of any living creature by touch alone. If the creature touches another and makes a successful Perception test, it will learn of the target's current Hit Points, Fatigue level and whether it is currently afflicted by any poison or disease.

### *Magic Sense*

This allows supernatural creatures, such as spirits, to perceive the magical aura of other creatures. A successful Perception test reveals the current Magic Points and any extant spells or magical effects upon another creature or object.

### *Night Sight*

Allows the creature to treat partial darkness as illuminated and darkness as partial darkness.

### *Poison*

One of the creature's attacks, or possibly its very form, is poisoned. The description will describe the particular poison or venom the creature employs.

### *Poison Immunity*

The creature is immune to all poisons. All creatures without SIZ automatically have this Trait and it is not listed in their descriptions.

### *Possession, Covert*

An insidious means of possession, covert possession means, essentially, that the spirit is a hitchhiker in the body of the possessed. It exhibits no control over the body and the possessed remains completely in charge. In many cases, the possessed may not even know he is possessed.

### *Possession, Dominant*

The more well-known and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and CHA) of the body's owner is subsumed beneath the identity of the possessing spirit. The possessed is absolutely helpless, unable to take any action at all, unable even to regain Magic Points, a prisoner in his own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

### *Regeneration*

The creature is able to regenerate hit points lost to damage. The speed of regeneration varies depending upon the creature.

### *Trample*

The creature is able to trample beings with a SIZ of half or less its own. This attack inflicts damage equal to double the creature's Damage Modifier and requires the creature to expend Movement. A creature with this trait may Trample even if it has only one Combat Action – the Trample is assumed to be part of its Movement.

### *Wall Walking*

The creature can move freely on vertical surfaces and even move upside down on a ceiling with no special equipment. Such Movement is always at half the creature's normal Movement rate.

### *Vampiric Touch*

The creature can drain one or more of a character's Characteristics permanently by touch.





## Chaotic Features

Creatures of Chaos are often hideously malformed, displaying a wide range of mutations that can both help and hinder the recipient. If a creature is noted as having Chaotic Features, use the following table to determine their effect. Although Chaotic Features can make for some truly deformed and horrid creatures, some results are simply not appropriate for some monsters.

Note that the Chaotic Features table uses eight-sided dice to modify characteristics. The number eight is traditionally associated with chaos and it is therefore fitting to use an eight-sided die to modify a chaos creature's characteristics, either positively or negatively.

### Chaotic Features

01	Absorbing	If the creature strikes successfully with a natural weapon, 1D8 Magic Points are absorbed and added as temporary Characteristic or Attribute points; roll 1D10, 1=STR, 2=CON, 3=DEX, 4=SIZ, 5=INT, 6=POW, 7=CHA, 8=MP, 9=HP or 10= Add points to the Damage Modifier (1D2+4, for instance, if 4 MP absorbed).
02	Accursed	Temporarily weakens the soul of an opponent by 1D8 POW each successful hit.
03	Acidic	Possesses acidic ichor which sprays whenever the skin is penetrated, causing damage to the attacker; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per wound.
04	Agile	+1D8 DEX.
05	Alluring	Produces pheromones which attract and seduce victims, who must succeed in an opposed test of Persistence against the Allurement's potency of 1D8x10%. If the resistance fails the victim is hopelessly allured by the creature for 21-INT Combat Rounds.
06	Antennae	Large antennae which sprout from a random location and grant a new primary sense; roll 1D6, 1=Echolocation (sonar), 2=Thermoception (senses heat), 3=Insanoception (senses madness and insanity), 4=Nociception (senses pain), 5=Ethoception (senses souls), 6=Magiception (senses any type of magic).
07	Apathetic	-1D8 POW.
08	Armed	Uses physical weapons having an appropriate Combat Style for 1D4 different types.
09	Armoured	Bears extra armour, +1D8 Armour Points to every location.
10	Arms	Gain an extra pair of manipulation limbs from a random species (roll on Physique Type table, page xx).
11	Asymmetric	One half of the creature is larger, longer or taller than the other, double the Hit Points of locations in the larger side and halve the Hit Points of locations in the smaller.
12	Beaked	Gain a bite attack. Each additional incidence adds another toothed beak on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
13	Beautiful	+1D8 CHA.
14	Big	+1D8 SIZ.
15	Blind	No vision organs, but relies on a different sense to move and fight perfectly well. Creature is impervious to any attacks or spells affecting sight.

16	Boneless	Can squeeze through any gap.
17	Broadcast Pain	Any damage inflicted on the creature is felt by everybody within 5m, who suffer the psychological but not physiological effects as if they had been wounded too.
18	Burning	Glows with burning heat, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
19	Chameleon	+1D8x5% bonus to Stealth when hiding.
20	Clawed	Gain a claw attack. Each additional incidence adds another set of claws on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
21	Clever	+1D8 INT.
22	Climbing	Has a spider or lizard like ability to scale surfaces, +1D8x10% bonus to Athletics when climbing.
23	Clumsy	-1D8 DEX.
24	Contagious	Inflicts a virulent disease with a delay of 1D8 hours and potency of 1D8x10%, which causes a penalty of 1D8 points to; roll a D6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=CHA.
25	Corroding	Weapons take 1D8 damage each time they strike the creature.
26	Crystalline	Gain 1D10 Armour Points from a crystalline crust.
27	Deaf	No hearing organs. Creature is immune to verbal commands and attacks or spells that affect hearing.
28	Disturbing	Creature is covered with 2D8 unsettling forms, such as baby arms or multiple eyes or mouths. Non-Chaotic foes suffer a -20% penalty to combat rolls owing to the disturbing nature of the deformities.
29	Draining	Temporarily weakens the willpower of an opponent by 1D8 Persistence each successful hit. The drain is not permanent; victims recover drained Persistence points, up to their previous level, at a rate of 1D10 per hour after the end of the encounter.
30	Droning	Produces a buzzing noise that sedates listeners, who must succeed in an opposed test of Persistence against the Droning's potency of 1D8 x10% to avoid falling asleep for 1D8 minutes.
31	Exploding	Deals damage equal to its Damage Modifier to all within 5 metres upon death.
32	Feeble	-1D8 STR.
33	Fixated	Creature may only concentrate upon one thing at any one time. If in combat all attacks are concentrated on one particular opponent, determined randomly. It will not defend itself against attacks from anyone but the selected opponent.
34	Frail	-1D8 CON.
35	Haemophilic	Bleeds 1 HP per round from any wounded location.
36	Hated	Will be instantly attacked by any encountered members of a specific species.
37	Hatred	Creature possesses unreasoning hatred of a particular species and will attack on sight. Creature also gains the Fixated feature.
38	Head	Gain an extra head (roll on the Physique Type table, page xx), each one gets an independent Persistence check against mental effects, spells and so forth and can control the entire body if one head is incapacitated.



39	Heart of Wealth	The creature's heart is a precious gem the size of a human fist. Roll 1D6 for its properties: 1 = Worth 1D10 x1,000 silvers; 2 = When ground up and ingested heals 2D6 damage to all wounded locations instantly; 3 = When ground up and ingested causes 2D6 damage to all hit locations instantly; 4 = Spell Focus – the gem offers 1D8 uses of a randomly chosen Common Magic spell at a Magnitude equal to the creature's POW divided by 3; 5 = The gem offers 1D8 uses of a randomly chosen Divine Magic spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the gem's owner to make a successful Persistence roll. 6 = The gem offers 1D8 uses of a randomly chosen Sorcery spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the owner to make a successful Insight roll.
40	Horned	Gain a gore attack. Each additional incidence adds another set of horns on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
41	Icy	Radiates freezing coldness, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
42	Intangible	Cannot be harmed physically (roll again if Inviolable).
43	Inverted	All vital organs are external, thus all successful attacks upon it are automatically treated as critical successes.
44	Inviolable	Cannot be harmed magically (roll again if Intangible).
45	Leaper	Has powerfully sprung legs, +1D8 x10% bonus to Athletics when jumping.
46	Legs	Gain an extra pair of motile limbs from a random species (roll on Physique Type table, page xx).
47	Levitating	Has the capability to move over any solid or liquid surface without sinking or leaving tracks.
48	Mimic	Changes into the shape of a creature it successfully touches, maintaining its own Characteristics but assuming the locations and a duplicate image of the being contacted.
49	Mutable	Every 1D3 Combat Rounds the creature mutates into a different form as determined on the Physique Type table on page xx. The transformation lasts 2 Combat Actions during which time the creature is vulnerable. The creature completes the transformation with all its original characteristics the same but gaining additional hit locations (or losing them) according to the nature of the transformation. Owing to the creature's disturbing mutability, all attacks against it are at –20% and –40% whilst it is transforming (although it can neither attack nor defend).
50	Mutated	Roll a random hit location, which no longer exists.
51	Nerveless	Cannot feel pain and does not suffer the ill-effects of serious wounds.
52	Numb	No sense of touch.
53	Obfuscating	Produces a cloud of mist that blinds observers, who must succeed in an opposed test of Perception against the Obfuscation's potency of 1D8x10% every Combat Action to keep the creature in sight.
54	Observant	One of the creature's sensory organs either grows bigger (x1D4 in size) or multiplies (x1D4 in number), adding a +1D8x10% bonus to the Perception skill when using that sensory perception; roll a D6, 1=Sight, 2=Sound, 3=Smell, 4=Taste, 5=Touch and 6=Other (if possessed).

55	Oversized	One location is swollen to a very large size or length, doubling its Hit Points
56	Paralysing	Temporarily weakens the dexterity of an opponent by 1D8 DEX each successful hit. DEX points are recovered at the rate of 1 per hour after the end of the encounter.
57	Patterned	Weird colouring and markings, tiger stripes, spots, blotches and so forth, granting a +1D8 x10% bonus to Stealth.
58	Phobic	Creature is scared of one thing; singing, light, cats and so on.
59	Poisonous	One unarmed attack inflicts a venomous poison with a delay of 1D8 combat actions and a potency of 1D8x 10%, which causes an extra 1D8 damage to the location struck.
60	Pregnant	The creature is pregnant with 1D8 young. If killed, these vile offspring explode from the carcass of the parent and have half its statistics. The young are voraciously hungry and incredibly aggressive, launching attacks on the nearest living thing. Alternatively, the offspring view whatever living thing they first see as the parent and form an immediate, emotional (and perhaps physical) bond...
61	Quick	Double Movement.
62	Reflecting	All spells cast on the creature are reflected back upon the caster.
63	Regenerating	Recovers 1D4 Hit Points per round to every injured location, unless the location has suffered a Major Wound.
64	Resistant	Invulnerable to one type of damage or weapon type; fire, cold, poison, disease, swords, spears, cudgels and so forth.
65	Roaring	Produces a thunderous sound which deafens listeners, who must succeed in an opposed test of Resilience against the Roaring's potency of 1D8x10% to avoid becoming temporarily deaf.
66	Scaly	Gain 1D6 Armour Points from reptilian scales.
67	Scintillating	A shifting polychromatic appearance that confuses onlookers, who must succeed in an opposed test of Persistence against the Scintillation's potency of 1D8x10% to avoid becoming mesmerised. Mesmerised characters are rooted to the spot for 1D3 Combat Rounds.
68	Screaming	Horrible screams which terrify listeners, who must succeed in an opposed test of Persistence against the Screaming's potency of 1D8x10%. Failure to do so causes the listener to crumple into a sobbing, whimpering, foetal ball for 1D3 rounds.
69	Shadowy	Can control the ambient light in its immediate surroundings, gaining a 1D8x10% bonus to Stealth in daylight conditions or total invisibility in twilight/night conditions.
70	Shaggy	Gain 1D4 Armour Points from a thick, hairy pelt.
71	Shelled	Gain 1D8 Armour Points from an insectile or crustacean carapace.
72	Shrunk	One location is shrunk to a very small size or length, halving its Hit Points.
73	Skinless	The creature has no Armour Points and cannot wear armour.
74	Slimy	Leaves a sticky trail wherever it travels.
75	Slow	Halve Movement.
76	Small	-1D8 SIZ.
77	Spiny	Opponents in melee suffer half their own rolled damage if they successfully land an attack.

78	Spores	Produces clouds of spores. If inhaled the breather must win an opposed test of Resilience against the Spore's potency of 1D8x10% to avoid suffering 1D8 Hit Points to the chest every round until successful; as the spores gestate into worms, flowers, vines and so on that are coughed up or grow out of the victim's lungs.
79	Stalker	+1D8x5% bonus to Stealth when sneaking.
80	Stench	Gives off nauseating odours that sicken inhalers, who must succeed in an opposed test of Resilience against the Stench's potency of 1D8x10% to avoid dropping prone and vomiting for 1D4 Combat Actions.
81	Sticky	Secretes a strong glue or mucus of potency 1D8x10% which causes items to adhere to its skin, requiring a Brawn roll at a penalty equal to the potency to remove.
82	Sting	Gain a sting attack. Each additional incidence adds another stinger on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
83	Strong	+1D8 STR.
84	Stupid	-1D8 INT.
85	Susceptibility	One form of substance causes double damage to the creature; alcohol, silver, fire, and so on,
86	Swimmer	Has webbed digits and gills, +1D8x10% bonus to Swim. Can breathe underwater.
87	Tailed	Gains extra Unarmed attack, the damage is triple the creature's Damage Modifier but only for the purposes of calculating Knockback.
88	Tentacle	Gains Unarmed attack. If successful then the tentacle inflicts the Entangle Combat Manoeuvre.
89	Tongue	Gains Unarmed attack. If successful then the sticky tongue inflicts the Grip Combat Manoeuvre.
90	Toothed	Gain a bite attack. Each additional incidence adds another toothed maw on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage – roll.
91	Tough	+1D8 CON.
92	Transmuter	Changes the substance of whatever it touches into another material; living victims must succeed in an opposed test of Resilience against the Transmute's potency of 1D8x10% to avoid being changed into crystal, dust, plants, wine, bronze, etc.
93	Ugly	-1D8 CHA.
94	Vampiric	Temporarily weakens the health of an opponent by 1D8 CON each successful hit.
95	Vulnerable	Damage to one location slays the creature instantly.
96	Warded	Invulnerable to one form of material; steel, wood, stone, flesh, etc.
97	Warped	One random location changes to that of a different species (roll on the Physique Type table).
98	Weakening	Temporarily weakens the strength of an opponent by 1D8 STR each successful hit.
99	Wilful	+1D8 POW.
100	Wings	Gains bat, bird butterfly or insect wings granting a Flying Movement equal to twice its normal Movement.

# Physique Table

Use this table to randomly generate a creature body type as directed by the Chaotic Features table or if the creature has a habit of mutating into something else.

## Physique Type

1D100	Body Type	Nature
01-04	Arachnine	Spider
05-08	Avian	Bird
09-12	Canine	Dog
13-16	Caprine	Goat
17-20	Cervine	Stag
21-24	Cancrine	Crab
25-28	Crocodilian	Crocodile
29-32	Equine	Horse
33-36	Feline	Cat
37-38	Glirine	Rodent
39-40	Hirudinal	Leech
41-44	Humanoid	Human
45-48	Insect	Insect
49-52	Lupine	Wolf
53-56	Noctillionine	Bat
57-60	Octopine	Octopus
61-64	Pyridine	Butterfly
65-68	Piscine	Fish
69-72	Porcine	Boar
73-76	Ranine	Frog
77-80	Saurian	Lizard
81-84	Simian	Ape
85-88	Taurine	Bull
89-92	Ursine	Bear
93-96	Vermian	Worm
97-00	Vespine	Wasp

# Creature Descriptions

The following are just a few species of creatures that can be found in traditional fantasy settings, More creatures will be found in *Legend* expansions.

**Characteristics:** Both random and average Characteristic scores are listed here. Use the average Characteristics for a typical member of the species; but for detailed creatures, randomly generated versions can be used.

Some creatures have no entry for CHA: this reflects animals, mostly, and indicates that CHA is not an important Characteristic for this kind of creature.

**Hit Locations:** As well as the random scores for determining which Hit Location is struck in combat, there are two scores listed – the first is the natural Armour Points of the location (if any) and the second is its Hit Points.

**Attributes, Traits, Skills and Magic:** Skills, Combat Actions, Strike Rank Modifier, Movement, Traits, Typical Armour and Special Rules are noted beneath the Characteristic and Hit Location entries. The skills are the basic skills for the creature type – individual creatures may well possess enhanced scores or additional skills.

All creatures have Persistence and Resilience scores. Generally, Persistence is calculated as the creature's POW multiplied by 3 with a +10% bonus added and Resilience using the same formula but based on CON. Some creatures have higher or lower Persistence or Resilience values than these formulae generate, reflecting their innate nature.

Where a creature is capable of using magic, the magical type it is skilled with is quoted, along with the appropriate skill value (Common Magic %, Pact and Lore %, and, for Sorcery, Sorcery (Grimoire) and Manipulation %). The spells the creature typically has are also listed but for custom designed creatures these can be varied, in line with the creature's magical type.

Where a creature can fly (dragons, for example), or swim, two Movement rates are given, separated by a slash. The first Movement rate is the creature's ground Movement; the second for flying or swimming, as appropriate.

**Weapons:** The creature's preferred and available attacks and/or Combat Styles are listed. Where a Combat Style is concerned, the weapons are noted and the respective sizes and reach listed. Where weapon and shield styles are listed, size and reach for the weapon and then the shield are separated by a slash. The AP/HP for the weapons are similarly listed in the same order.

## Spirit Combat

Spirit combat can only occur on the Spirit Plane. Since the souls of mortal beings are tied to their flesh, they cannot enter the Spirit Plane naturally without aid; and are therefore normally insulated from spiritual attack. Likewise spirits which have been *bound* to a physical fetish are tied to the material world and removed from the Spirit Plane.

However, many spirits such as those of diseases, predatory animals or the malevolent dead, have the ability to *disincorporate* the soul of a corporeal creature. This literally drags the mortal's spirit out of its body and fully into the Spirit Plane. Once there, they become vulnerable to spiritual combat. In addition, some mortals such as shamans can learn to *disincorporate* themselves and High Shamans can even bring others with them into the spirit world. Other methods exist too. Some narcotics and rare herbs are said to be able to separate the soul from the body and there are even spells that can replicate the effect magically.

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### Spirit Domination – Optional Rule

In many genres the soul of a possessed victim can sometimes fight against the spirit dominating him, temporarily regaining control of their own body before the possession is re-established. In settings supporting such circumstances Spirit Combat is permitted within the material world but only if both spirits are concurrently occupying the same body or fetish.

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Encountering a spirit on the Spirit Plane does not necessarily mean that combat will inevitably occur. Many encounters, even with spirits who have disincorporated a mortal, can be peaceful, mutually beneficial and informative. However, if the spirit is hostile then battle generally follows. Fleeing Spirit Combat is impossible for souls who do not have the Spirit Walking skill, or some form of magic to escape from the spirit world.

Spirit combat is run in a very similar way to physical combat, save that lacking physical bodies on the Spirit Plane, Attributes are calculated using different characteristics. A spirit or disincorporated soul's *spiritual attributes* are calculated the following way:

**Combat Actions** are determined from its average of INT and POW, rather than the average of DEX and INT.

**Strike Rank** is calculated from the average of INT and CHA, instead of the average of DEX and INT.

**Magic Points** are calculated as normal but are used by spirits and souls as their Hit Points.

**Spirit Damage** is based upon the value of a spirit's *Spectral Combat* skill or a soul's *Spirit Binding* skill; see the Spirit Damage Table. If a disincorporated Adventurer lacks Spirit Binding, they use half the value of their Persistence on the table instead.

Spirit combat progresses just like normal combat. Initiative is rolled and the Adventurer or spirit with the highest adjusted Strike Rank goes first, the second highest goes second and so on. Thus a Spirit Combat can be run simultaneously with physical combat using the same SR countdown.

Instead of weapons, most spirits have a *Spectral Combat* skill which they use in Spirit Combat. Spirit magicians use their Spirit Binding skill instead, whereas those uninitiated in spirit magic must rely on half of their raw Persistence skill. Attacks are made by rolling an Opposed Test between the attacker and the defender, using their relevant skills.

If the attacker wins the Opposed Test they inflict an amount of damage equal to their Spirit Damage to the opponent's Magic Points. If the defender wins, then no damage is incurred.

If the defender runs out of Combat Actions with which to defend themselves, then they are left wide open and the attacker may attempt to make an unopposed attack roll. An Adventurer engaged in Spirit Combat may forgo their attack in order to cast magic instead.

Combat continues until one of the combatants is reduced to zero Magic Points. At this point the loser may automatically be either Possessed (if mortal), Bound (if a spirit), Exorcised (if currently possessing a mortal) or Dissipated (destroyed). If the dissipated spirit was a disincorporated mortal, then the physical body dies with the destruction of its soul. Some spirits can recover from being dissipated if they have the *Recurring* trait.

## Possession and Exorcism

A possessed creature is one whose control of their physical body has been usurped by another spirit or soul. This is normally the result of losing a Spirit Combat, whereupon the victor entwines itself around the defeated soul and rides it back to the loser's corporeal body in the material world. There are two forms of possession, Dominant and Covert.

Dominant Possession occurs when the possessing entity literally takes complete control of the possessed body. The victim is fully aware that its body has been taken over but is absolutely

helpless, unable to take any action at all. The possessor does not have access to any of the memories, skills or magic of the possessed but substitutes its own instead.

To detect a dominant possession requires a successful, unopposed test of either Perception if viewed magically, or Spirit Walking.

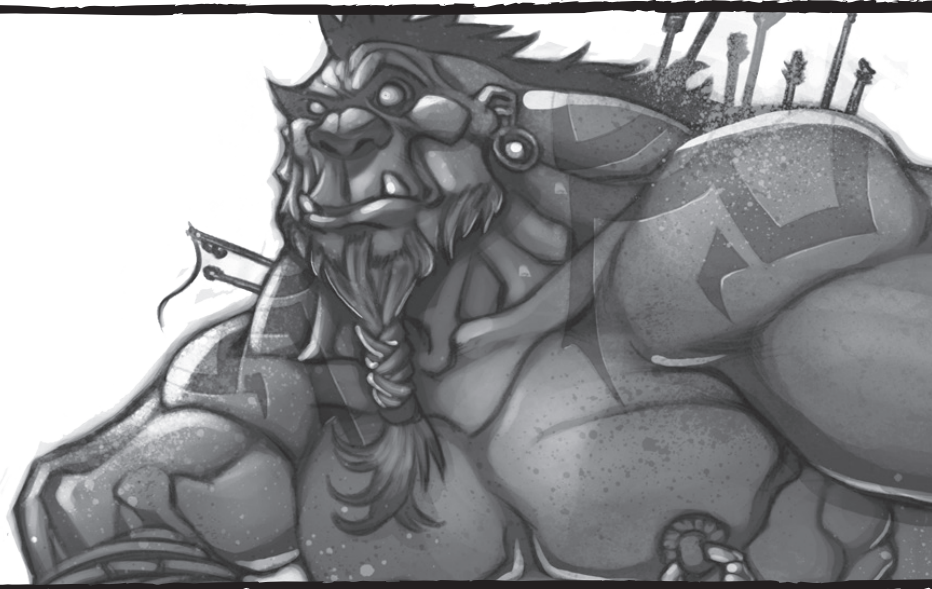
Covert Possession is when the spirit hides in the body of the possessed, riding it like a hitchhiker. The victim retains complete control over his body and remains completely unaware of his possession, unless the spirit chooses to inform him of its presence. Some spirits take over the victim's body at night when they are sleeping, thus keeping their existence secret – save for inevitable physical exhaustion and fleeting nightmares. Another example of covert possession is a curse or disease spirit which infects that creature with some form of debilitation. No manner of magic or healing will stop the effects until the spirit responsible is somehow cast out.

Detecting a covert possession requires a successful Opposed Test of the investigator's Perception (if viewed magically) or Spirit Walking skill versus the spirit's Stealth skill.

No creature can ever purge *itself* of a possessing entity. They may only be exorcised by a *separate* individual defeating the possessor in Spirit Combat, or by successfully casting a specific type of expulsion magic. If the original body of a mortal possessor has been killed in its absence, then its soul dies when it is exorcised. Spirits merely return to the spirit plane.

Needless to say, a possessing spirit or soul can willingly abandon a possession at any time – unless they have been maliciously *bound* to that particular body.

# HUMANOIDS



# Dwarf

Often at conflict with elves. They will, however, set aside their differences to take up arms against the forces of Evil – making them the enemies of orcs and trolls. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both. Dwarf character is often avaricious but usually has a strong sense of duty.

Dwarfs are practitioners of sorcery, which fits with their world-view. Common Magic is sometimes available to them but usually dismissed as a lesser magical discipline, inferior to the craft and skill Sorcery requires.

Dwarfs are natural choices for Adventurers, although they always feel more at home beneath ground than above it. Groups also containing elves do not, however, make for a good mix due to their age-old enmities.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1–3	Right Leg	5/6
CON	2D6+12	19	4–6	Left Leg	5/6
SIZ	1D6+6	10	7–9	Abdomen	5/7
INT	2D6+6	13	10–12	Chest	5/8
POW	3D6	11	13–15	Right Arm	5/5
DEX	2D6	7	16–18	Left Arm	5/5
CHA	3D6	11	19–20	Head	5/6

Combat Actions	2	Typical Armour: Chainmail (AP5, –7 Strike Rank
Damage Modifier	+0	Penalty).
Magic Points	11	Traits: Earth Sense, Dark Sight
Movement	6m	
Strike Rank	+10 (+3 if armoured)	

Skills: Athletics 50%, Brawn 53%, Craft (stone *or* metal working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 43%, Resilience 67%  
Magic: Sorcery (Dwarf Grimoire) 56%, Manipulation 54%: Animate (Rock or Metal), Damage Resistance, Form/Set (Rock or Metal), Holdfast

## Combat Styles

Mace and Shield 75%, Battleaxe (two handed) 65%, Crossbow 45%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mace & Shield	M	S	1D8	6/6	—
Target	L	S	1D6	4/12	—
Battleaxe – 2H	M	M	1D8+1	4/8	—
Light Crossbow	L	—	1D8	4/5	100m





# Elf

This is the traditional fantasy elf; the human-like but long-lived, denizens of the forests and woodlands, co-existing with nature to a greater degree than their human brethren. Elves are found all over the world, embarking on long quests for ultimate knowledge. However far they are from their homes, they remain tied to their forests in ways other races could never understand. Though a little humanlike in appearance, elves are slighter in build and often taller than humans, with fine bone structure and pointed, tapering ears. Elves are often removed from other Adventurers on an emotional level coming across, to humans, as lofty and aloof.

As they are tied to their forests, elves work with Common and Divine magic but abhor sorcery, which they believe perverts the natural order and harmony of the world. The elf statistics show an elf with both Common Magic and a Divine Pact, hence the 3 points of Dedicated POW and subsequent lowering of Magic Points for Common Magic.

Elves make for good Adventurers as they are able to mix well with most races, although ancient enmities with dwarves may cause friction within a mixed adventuring group.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1–3	Right Leg	2/5
CON	3D6	11	4–6	Left Leg	2/5
SIZ	2D6+6	13	7–9	Abdomen	2/6
INT	3D6+6	17	10–12	Chest	2/7
POW	2D6+6	13	13–15	Right Arm	2/4
DEX	3D6+6	17	16–18	Left Arm	2/4
CHA	3D6	11	19–20	Head	3/5
Combat Actions	3	Typical Armour: Leather (AP 2, –3 Strike Rank Penalty).			
Damage Modifier	+0				
Magic Points	13	Traits: Life Sense, Night Sight			
Movement	10m				
Strike Rank	+17 (+14 if armoured)				

*Skills:* Acrobatics 56%, Athletics 46%, Evade 56%, First Aid 40%, Insight 45%, Lore (Regional) 80%, Perception 50%, Persistence 49%, Resilience 43%, Stealth 56%, Survival 55%, Tracking 30%  
*Magic:* Common Magic 54%: Clear Path 2, Co-Ordination 2, Multi-Missile 2 Pact (Grower) 60% – 3 points of Dedicated POW; Lore (Grower) 60%: Alter Target, Behold, Evergreen

## Combat Styles

Longbow 80%, Spear 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Longbow	H	—	1D8	4/7	175m
Longspear	L	VL	1D10+1	4/10	—



# Giant

Giants are enormous, ugly humanoids with misshapen features and notoriously bad dispositions. At as much as 16 metres, a full-grown giant is a terrible enemy. Giants usually grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, Adventurers of SIZ 20 or less only roll 1D10 to determine Hit Location when attacking it in close combat. A giant's Movement is equal to six plus its height, in metres.

The Characteristics reflect a six metre high giant. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Due to their incredible size and the difficulties of operating in the environments of smaller races, giants are not well suited to being Adventurers but smaller members of the giant race can be used as Adventurers if the Games Master allows it.

	Dice	Average	1D20	Hit Location	AP/HP
STR	9D6+18	50	1–3	Right Leg	5/18
CON	6D6+18	39	4–6	Left Leg	5/18
SIZ	9D6+18	50	7–10	Abdomen	5/19
INT	3D6	11	11–12	Chest	3/20
POW	3D6	11	13–15	Right Arm	3/17
DEX	2D6+3	10	16–18	Left Arm	3/17
CHA	2D6	7	19–20	Head	3/18
<i>Combat Actions</i>		2	<i>Typical Armour:</i> Tough Hide (AP 3), Heavy Leather Apron (AP 2, Abdomen and Legs only, –2 Strike Rank Penalty).		
<i>Damage Modifier</i>		+2D12			
<i>Magic Points</i>		11	<i>Traits:</i> Formidable Natural Weapons		
<i>Movement</i>		12m			
<i>Strike Rank</i>		+11 (+9 if wearing apron)			
<i>Skills:</i> Athletics 44%, Brawn 112%, Lore (Regional) 20%, Perception 40%, Persistence 43%, Resilience 99%, Survival 30%					

## Combat Styles

Club 84%, Unarmed 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Huge Club	E	VL	2D6+2D12	3/12	—



# Goblin

Ugly, crabby, stunted humanoids, ranging in height between that of a dwarf and a human, goblins are secretive, typically avaricious, frequently malicious (but not always so) and cunning. Most goblins dwell in caves or underground lairs away from civilised settlements but not always so far that they cannot benefit from what civilisation has to offer. Their skin is usually dark green or ochre in colour, with long, pointed noses, pock-marked complexions, deep wrinkles and narrow, slitted eyes. Mouths are lipless and filled with small, sharp, white teeth. Their arms are disproportionately long compared with their bodies but legs are short and sometimes bowed. Their backs are sometimes hunched but this is by no means common.

Goblins share some racial traits with elves, dwarves and trolls hinting at some form of common ancestry but all three of these races are quick to deny any connection. Goblins are social amongst their own kind and resentful of – but not always aggressive towards – other races and they often emulate the trappings of civilisation, dressing in (what they consider to be) the latest fashions and adopting civilised mannerisms.

Goblins have some skill with Common Magic and, very occasionally, Sorcery but tend not to pursue higher forms of magic for reasons best known to themselves. They can be used as Adventurers although a party containing a goblin may be the subject of (perhaps unjust) suspicion from others.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1–3	Right Leg	1/4
CON	2D6+3	10	4–6	Left Leg	1/4
SIZ	2D6	7	7–10	Abdomen	1/5
INT	3D6	11	11–12	Chest	1/6
POW	2D6+3	10	13–15	Right Arm	1/3
DEX	2D6+3	10	16–18	Left Arm	1/3
CHA	2D6	7	19–20	Head	1/4
Combat Actions	2		Typical Armour: Tough Hide (AP 1), No Armour		
Damage Modifier	–1D2		Penalty.		
Magic Points	10		Traits: Night Sight		
Movement	6m				
Strike Rank	+11				

Skills: Athletics 75%, Brawn 45%, Lore (Regional) 50%, Perception 70%, Persistence 40%, Resilience 40%, Sleight 70%, Stealth 75%, Survival 30%

Common Magic 50%: Bandit's Cloak 2, Bladesharp 2, Pierce 2

## Combat Styles

Spear and Shield 45%, Sling 50%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortspear	M	L	1D8+1–1D2	4/5	—
Buckler	M	S	1D3–1D2	4/10	—
Sling	L	—	1D8–1D2	1/2	200m





# Halfling

Halflings are small humanoids who make their comfortable homes in temperate climes. They usually live underground, preferably in a house bored into the side of a hill. Appearing as children to some, Halflings tend to be stout but this is mostly a product of their comfortable existence and passion for food and drink. Halfling skill in the culinary arts is legendary. Despite their diminutive stature and love of the finer things in life, halflings are not without curiosity for the wider world: most are literate and enjoy stories and legends, documenting them with appropriate embellishment. Their skill with words makes for good scribes.

As a general rule, halflings prefer to avoid conflict and, as a result of this, halfling villages are usually located away from the wild corners of the world, where monsters and dangerous beasts are little more than stories from distant lands. Most halfling adventurers are those few members of the race who grow weary of this bucolic existence and set out to make their own way in the larger world.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1–3	Right Leg	–/5
CON	2D6+9	16	4–6	Left Leg	–/5
SIZ	1D6+3	7	7–10	Abdomen	–/6
INT	2D6+6	13	11–12	Chest	–/7
POW	3D6	11	13–15	Right Arm	–/4
DEX	2D6+9	16	16–18	Left Arm	–/4
CHA	3D6	11	19–20	Head	–/5
Combat Actions	3		Typical Armour: None but leather when available or needs must.		
Damage Modifier	–1D4				
Magic Points	11		Traits: None		
Movement	6m				
Strike Rank	+15				

Skills: Athletics 30%, Evade 35%, First Aid 25%, Influence 25%, Perception 30%, Persistence 43%, Resilience 58%, Sleight 50%, Stealth 40%

Common Magic 30%: Abacus, Becalm, Detect Food, Entertainer’s Smile 2

## Combat Styles

Shortsword 35%, Sling 40%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6–1D4	6/8	—
Sling	L	—	1D8–1D4	1/2	200m

# Ogre

A generally malign race, ogres are virtually impossible to distinguish from humans. They are all but identical to humans in size and features, though they are much stronger and have very sharp, white teeth which are used to slice through flesh. Their favourite meat is human.

Ogres rarely exist in groups of their own kind – they are much more likely to be found in a population of humans, using their physical similarity to blend seamlessly into human society. Obviously, given their preference for a diet of sentient beings, ogres must keep their true identities secret and indulge their appetites only in secret or when none can gainsay them.

Ogres can make for perfectly acceptable Adventurers although they may need to carefully hide their nature and appetites from comrades and find suitable outlets for feeding.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-3	Right Leg	-/6
CON	2D6+6	13	4-6	Left Leg	-/6
SIZ	2D6+6	13	7-9	Abdomen	-/7
INT	2D6+6	13	10-12	Chest	-/8
POW	2D6+6	13	13-15	Right Arm	-/5
DEX	3D6	11	16-18	Left Arm	-/5
CHA	3D6	11	19-20	Head	-/6

Combat Actions	2	Typical Armour:	None but capable of wearing
Damage Modifier	+1D4	any human armour they can afford or steal.	
Magic Points	13	Traits:	None
Movement	8m		
Strike Rank	+12		

Skills: Athletics 40%, Influence 35%, Perception 50%, Persistence 50%, Resilience 50%, Stealth 35%, Track 35%, Unarmed 60%

Common Magic: Endurance, Glamour 2, Golden Tongue 2

## Combat Styles

Sword and Shield 50%, Unarmed 60%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
War Sword	M	M	1D8+1D4	9/7	—
Target Shield	L	S	1D6+1D4	4/12	—

# Orc

When some vile, dark god or chaos horror captured elves, it used them to forge its own, vile, twisted foot soldiers: the orcs. Hairless, dark skinned and bestial in appearance, orcs are hunched and gnarled but fast nevertheless. Hateful of all things bright and just, orcs are things of darkness, bent to pain and destruction and bathing the world in the blood.

As creatures made with darkness at their heart, they suffer a -20% penalty to all skills when forced into sunlight. Otherwise they are hostile and aggressive to all races and war even amongst themselves.

Orcs can be used as Adventurers but if so, they should be part of an all-orc group.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	-/5
CON	3D6	11	4-6	Left Leg	-/5
SIZ	2D6+3	10	7-10	Abdomen	-/6
INT	3D6	11	11-12	Chest	-/7
POW	2D6+3	10	13-15	Right Arm	-/4
DEX	4D6	14	16-18	Left Arm	-/4
CHA	2D6	7	19-20	Head	-/5
Combat Actions	3	Typical Armour: None but capable of wearing any human armour they can afford or steal. Traits: Night Sight			
Damage Modifier	+0				
Magic Points	10				
Movement	8m				
Strike Rank	+13				
Skills: Athletics 30%, Brawn 35%, Evade 40%, Perception 35%, Persistence 43%, Resilience 55%, Stealth 35%, Unarmed 40%					
Common Magic 20%: Bladesharp 2, Pierce 2					

## Combat Styles

Spear and Shield 45%, Sword and Shield 45%, Bow 40%, Unarmed 40%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortspear	M	L	1D8+1	4/5	—
Scimitar	M	M	1D8	6/10	—
Target	L	S	1D6	4/12	—
Short Bow	L	—	1D6	4/4	80m





# Troll

This is a fantasy troll, of the Scandinavian type; the sort that terrorises billy goats wanting to cross bridges.

Very large, ugly humanoids, trolls have large noses, large eyes, fearsome, angry expressions, large, shambling bodies covered in thick, wiry hair or fur and are exclusively carnivorous, feasting on whatever meat they can kill or scavenge. Trolls love to deal in mayhem and do so mainly at night: direct sunlight is damaging to them, causing them to sustain 1D3 points of damage to all Hit Locations simultaneously at the end of every hour caught in the direct glare of the sun. This damage takes the form of petrification, the injured location turning to stone as the sunlight takes its toll. Any troll caught in sunlight will flee to the nearest dark place rather than risk turning into a boulder.

Trolls are intelligent but not particularly bright. They are unimpressed by shows of bravery but fearful of magic, even though they are capable of a few Common Magic spells of their own. They live underground, in caves and barrows, where the female troll-wives domineer the hearth, sending the beleaguered males out to hunt.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1–3	Right Leg	1/7
CON	4D6	14	4–6	Left Leg	1/7
SIZ	4D6+6	20	7–10	Abdomen	1/8
INT	3D6–2	9	11–12	Chest	1/9
POW	3D6	11	13–15	Right Arm	1/6
DEX	3D6	11	16–18	Left Arm	1/6
CHA	1D6	3	19–20	Head	1/7
Combat Actions	2	Typical Armour: Wiry or thick hair/fur. No Armour Penalty.			
Damage Modifier	+1D6				
Magic Points	11	Traits: Night Sight			
Movement	8m				
Strike Rank	+10				

Skills: Athletics 30%, Brawn 55%, Evade 25%, Perception 30%, Persistence 43%, Resilience 55%, Stealth 25%, Unarmed 55%  
Common Magic 20%: Bludgeon 2

## Combat Styles

Club 55%, Sling, 40%, Unarmed 40%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Giant Club	L	L	1D10+1D6	6/10	—
Sling	L	—	1D8+1D6	1/2	200m
Fists	M	M	1D6+1D6	As for Arm	—

# INVERTEBRATES



# Ant, Giant

The ant is a familiar insect that has managed to colonise all but the most cold and inhospitable terrain. Social creatures, individuals possess limited intelligence but in groups ants are capable of solving complex problems and have very high degrees of co-operation to further the needs of the colony.

Giant ants are the size of a large dog but otherwise function in the same way as their smaller brethren. A queen is resident in larger colonies and produces eggs. Workers and drones tend the egg nurseries, the queen, hunt for food and protect their territory.

Ant communication is pheromone-based, with different levels of pheromone being released to act as the communicator for others. Ant food trails and territories are marked with pheromone trails and anyone entering a giant ant colony's territory can detect the stale, musky scent of pheromones with a successful Perception roll.

Ants work to their function unless a particular problem requires the communal mind to solve it. Thus solitary ants are either gathering food, protecting the egg nurseries or tending the queen. If an ant is protecting something it will attack any intruders. Ants on other tasks will typically go about their business oblivious to outsiders unless the outsiders represent a viable food source or an obstacle to be removed. Thus, ants often scout individually and then return in sufficient numbers to deal with a problem.

If a solitary ant is killed it releases an alarm pheromone that sends nearby ants into an attack frenzy and attracts more ants from further away. The alarm pheromone's potency means that it can reach and alert ants from the same colony up to a distance in kilometres equal to the ant's CON. Thus killing a scout is no guard against further ants turning-up; in fact, it is the precise opposite. The alarm pheromone signals *every* ant within a number of metres equal to the dying ant's CON x10 to attack immediately and summons a further 1D6+1 ants from the colony to come and join the attack.

Every ant colony can react and adapt to its needs, setting ambushes, barricading tunnels, raiding animal herds and clearing out nearby menaces. Invading an ant colony is a difficult prospect – groups of the ants will ambush the invaders from the rear, seal off passages and set traps such as deadfalls for the unwary.

The queen of an ant colony is simply a breeding machine, possessed of no more INT than any other ant. If the queen dies, however, the colony is doomed, as no more eggs will be laid. Thus, other ants defend her fiercely. Queens are approximately twice as large and strong as other ants of the colony but do not engage in combat.

## Communal Mind

Individually, ants display intelligence related directly to their function. A single giant ant has INT 2, for instance. However, when working together, a communal intelligence develops. Every ant co-operating to solve a problem – whether it is moving something out of the way or attacking a threat – contributes 1D3 to the communal intelligence. This is added to the ants' Fixed INT. Thus, two ants have a communal INT of 2+2D3 each; three ants have 2+3D3 each and so forth. The communal INT is then used to calculate Strike Rank and Combat Actions.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1	Right Rear Leg	5/5
CON	3D6+6	17	2	Left Rear Leg	5/5
SIZ	2D6	7	3	Right Middle Leg	5/5
INT	2	2	4	Left Middle Leg	5/5
POW	2D6+6	13	5-9	Abdomen	5/7
DEX	2D6+6	13	10-13	Thorax	5/8
			14	Right Front Leg	5/5
			15	Left Front Leg	5/5
			16-20	Head	5/6

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Chitin exoskeleton. No
<i>Damage Modifier</i>	+0	<i>Armour Penalty.</i>
<i>Magic Points</i>	13	<i>Traits:</i> Communal Mind, Wall Walking,
<i>Movement</i>	12m	Formidable Natural Weapons
<i>Strike Rank</i>	+9	

*Skills:* Athletics 75%, Evade 40%, Perception 30%, Persistence 49%, Resilience 61%, Stealth 25%, Track 85%

## Combat Styles

Mandibles 40%, Sting 45%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8	As for Head	—
Sting	S	T	1D6+Acid	As for Thorax	—

# Bee, Giant

Giant bees make their hives in the cave systems of hills, mountains and underground, rather than building the familiar form of nests favoured by their smaller cousins. Honey is produced in vast quantities – and is an attraction for those creatures that feast on sweet, sticky substances; however the size of the giant bee means that few honey-stealers will dare tackle a large hive.

Giant bees are the size of a medium sized dog and are usually peaceful unless the hive is threatened. Like ants, their intelligence is based on the size of the community and the problem at hand: treat bees in exactly the same way as giant ants when it comes to calculating the INT of larger groups.

## Combat Notes

Bee venom has the following Characteristics:

**Application:** Injection.

**Onset time:** 1D12 Combat Rounds.

**Duration:** 6D10 minutes.

**Resistance Time:** The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** CON x5.

**Resistance:** Resilience.

**Conditions:** Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see the *Legend Core Rulebook*).

**Antidote/Cure:** Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

The sting of a giant bee is barbed. Using it causes the bee to suffer 2D6 damage to its abdomen as it is forced to leave the sting in the victim. However, if a bee stings successfully, the victim suffers the effects of an Impale in addition to the bee's venom.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1	Right Rear Leg	2/4
CON	3D6	11	2	Left Rear Leg	2/4
SIZ	1D6+2	6	3	Right Middle Leg	2/4
INT	2	2	4	Left Middle Leg	2/4
POW	2D6+6	13	5-7	Abdomen	2/5
DEX	2D6+6	13	8-9	Thorax	2/6
			10-11	Right Wing	1/2
			12-13	Left Wing	1/2
Combat Actions	2		14	Right Front Leg	2/4
Damage Modifier	-1D2		15	Left Front Leg	2/4
Magic Points	13		16-20	Head	2/4
Movement	12m				
Strike Rank	+9				
Typical Armour: Furred exoskeleton. No Armour Penalty.					
Traits: Communal Mind, Flying, Wall Walking					

Skills: Athletics 70%, Evade 50%, Perception 40%, Persistence 49%, Resilience 43%, Track 50%

## Combat Styles

Sting 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Sting	S	T	1D4+1-1D2	As for Abdomen	—

# Beetle, Giant

This relates to any of the myriad beetle species found across the world; from cockroaches and weevils through to dung beetles and goliath beetles. Giant beetles have lost their ability to fly but retain the habits of their smaller relatives.

Beetles have varied diets. Many are omnivores and feed on decaying plant and animal matter, including dung, whilst others are exceedingly specific in their diet. Giant beetles living in forests and jungles may soon clear an area of vegetation and thus become migratory.

Giant beetles are sometimes predatory but generally they are not aggressive (unless of a carnivorous variety). Beetles have a tough, chitin exoskeleton and use their large mandibles for feeding and defence.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Rear Leg	5/5
CON	3D6+6	17	2	Left Rear Leg	5/5
SIZ	3D6+6	17	3	Right Middle Leg	5/5
INT	2	2	4	Left Middle Leg	5/5
POW	1D6+6	10	5-9	Abdomen	5/8
DEX	2D6+6	13	10-13	Thorax	5/9
			14	Right Front Leg	5/5
			15	Left Front Leg	5/5
			16-20	Head	5/7
Combat Actions	2		Typical Armour: Chitin exoskeleton. no Armour		
Damage Modifier	+1D6		Penalty.		
Magic Points	10		Traits: Wall Walking, Formidable Natural		
Movement	10m		Weapons		
Strike Rank	+9				

Skills: Athletics 75%, Evade 40%, Perception 50%, Persistence 37%, Resilience 61%, Track 40%

## Combat Styles

Mandibles 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+1D6	As for Head	—



# Centipede, Giant

Centipedes have long sinuous bodies and a head tipped with a pair of poison claws. Each of its many legs ends in a needle-sharp point equipped with a smaller version of the venom glands found on its head.

Centipedes, large or small, are nocturnal predators that hide from the light of the sun in small burrows or shaded places. At night, the centipede comes out to hunt. It is perfectly willing to slip into a fire-lit camp in order to seize likely prey before rushing back to its nest. Centipedes are found in all warm climes, including jungles, deserts and temperate forests, though they prefer to live near a plentiful water source. They are solitary creatures.

The centipede is a complex creature, with an equally complex Hit Location system. The body is divided into multiple segments, with each Hit Location covering one or two of these segments. The segments are numbered from one through 18, with segment one being immediately behind the head and segment 18 being the creature's posterior. If the centipede's head is reduced to zero Hit Points or lower, it begins to thrash frantically but the fight is over and the creature will soon die. If any of the other segments are brought to zero Hit Points but not destroyed, the centipede will lose 5m from its Movement rate. If enough locations are incapacitated to reduce the creature's Movement to zero, it will die.

However, if one of the centipede's segments is destroyed, all segments behind that one will be incapacitated and immobile. Meanwhile, all segments ahead of the one destroyed will attempt to run away, carrying the creature's head with them.

## Combat Notes

Centipede venom is as follows:

**Application:** Injection.

**Onset time:** Nausea after 1D3 minutes, Paralysis after 3D6 minutes.

**Duration:** 1 hour.

**Resistance Time:** The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** 60.

**Resistance:** Resilience.

**Conditions:** Nausea, Paralysis. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed.

**Antidote/Cure:** Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

	Dice	Average	1D20	Hit Location	AP/HP
STR	8D6	28	1	Segment 18	4/5
CON	12D6	42	2	Segment 17	4/5
SIZ	12D6	42	3	Segment 16	4/5
INT	1	1	4	Segment 15	4/5
POW	2D6+3	10	5	Segment 14	4/5
DEX	3D6	11	6	Segment 13	4/5
			7	Segment 12	4/5
			8	Segment 11	4/5
<i>Combat Actions</i>		2	9	Segment 10	4/5
<i>Damage Modifier</i>		+2D6	10	Segment 9	4/5
<i>Magic Points</i>		10	11	Segment 8	4/5
<i>Movement</i>		12m	12	Segment 7	4/5
<i>Strike Rank</i>		+7	13	Segment 6	4/5
			14	Segment 5	4/5
<i>Typical Armour:</i> Chitin exoskeleton. no			15	Segment 4	4/5
<i>Armour Penalty.</i>			16	Segment 3	4/5
<i>Traits:</i> Poison			17	Segment 2	4/5
<i>Skills:</i> Athletics 60%, Evade 25%, Perception			18	Segment 1	4/5
55%, Persistence 40%, Resilience 100%,			19-20	Head	4/8
Stealth 70%					

## Combat Styles

Mandibles 35%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+2D6	As for Head	—

# Crab, Giant

Crabs are the largest of all arthropods but the very largest are restricted to deep water. Land crabs are known to rove as far as several miles inland, except during breeding season, when they remain on the beach or in the shallows.

Crabs are opportunistic scavengers who will attack anything that looks even remotely edible.

## Combat Notes

Giant crabs use their immense claws to both Bash and Grip. The claws are capable of the Sunder Combat Manoeuvre although this is applied only if the crab scores a critical success on an attack.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1	Right Rear Leg	8/8
CON	3D6+6	17	2	Left Rear Leg	8/8
SIZ	3D6+24	35	3	Right Hind Leg	8/8
INT	2	2	4	Left Hind Leg	8/8
POW	3D6	11	5-8	Body	8/13
DEX	2D6	7	9	Right Centre Leg	8/8
			10	Left Centre Leg	8/8
Combat Actions		1	11	Right Front Leg	8/8
Damage Modifier		+2D6	12	Left Front Leg	8/8
Magic Points		11	13-14	Right Claw	8/9
Movement		10m	15-16	Left Claw	8/9
Strike Rank		+6	17-20	Head	8/10

Typical Armour: Carapace. No Armour Penalty

Traits: Formidable Natural Weapons.

Skills: Athletics 75%, Brawn 75%, Perception 40%, Persistence 43%, Resilience 61%, Stealth 55%, Track 20%

## Combat Styles

Claw 50%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Claw	E	VL	1D10+2D6	As for Claw	—

# Insect Swarm

Most Adventurers feel the only insects they have to fear are those that are giant in stature but mere humble, normal-sized insects can be every bit as dangerous, provided they assemble in large numbers. Insect swarms include large anthills, wasp and hornet nests, and roused beehives.

Stinging insects are not found anywhere in arctic climes but they are ubiquitous in warmer regions of the world. They will not go out of their way to attack a human or other creature vastly larger than themselves but if their hive or hill is threatened or damaged, an insect swarm may prove too much for even an experienced adventurer to handle.

Beasts as small as normal insects need no Characteristics and characters cannot truly engage them in battle. No matter how skilled a swordsman may be, he will find his weapon useless in the face of a swarm of 500 hornets. He can kill one or more with each stroke but ultimately he is just wasting his time. Instead, these rules govern the danger posed by a particular hive or hill of stinging insects.

The size of the hive or hill determines the number of stings a swarm delivers every round. Consult the chart below.

Hive Size	Stings
Very small (small wasp nest)	1D6
Small (large wasp nest, small beehive)	2D6
Large (very large wasp nest, average beehive)	4D6
Very large (large beehive)	6D6
Huge (enormous anthill, very large beehive)	8D6 and higher

Each Adventurer attacked by a hive takes the listed number of stings every round until he manages to escape the swarm. Heavy clothing subtracts two stings per die from the number of stings suffered every round. Armour subtracts one sting per die, though armour combined with heavy clothing will only subtract two stings per die total. Adventurers who take precautions against a swarm by wrapping themselves in cloaks, blankets and other heavy fabrics will subtract three stings per die. Note that this must be done prior to entering a swarm – by the time the Adventurer is taking damage, it is already too late. Such muffling requires three Combat Rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such clothing consists of heavy cloth and multiple layers of mesh costs 75 silvers, weighs 2 ENC and has no armour value. Magical spells such as Protection subtract one sting per die for every two points of Magnitude.

Creatures with six or more points of natural armour are immune to the effects of an insect swarm. No matter how angry a group of hornets get, they are unable to do anything to a creature like a dragon.

An insect swarm always attacks uses its first Combat Action to attack.

Every round the Adventurer is exposed to the swarm the Games Master should total the number of stings taken and multiply that total by the appropriate species' Venom Factor, as given on the Insect Venom table.

## *Insect Venom*

<b>Insect Type</b>	<b>Venom Factor</b>	<b>Movement Rate</b>
Honeybees	5	20m
Hornets	3	30m
Bumblebees	3	10m
Yellowjackets/Wasps	5	35m
Army Ants	2	4m
Fire Ants	2	2m
Bullfrog Ants	1	2m

The total number of stings multiplied by the venom factor gives the base Potency of the venom introduced into the victim's body. Insect swarm venom has an onset time of 1D10 Combat Rounds. After that time, the Potency of the venom should be matched against the victim's Resilience in a standard opposed test.

## *Insect Venom*

**Application:** Injection.

**Onset time:** 1D10 Combat Rounds.

**Duration:** 6D10 minutes.

**Resistance Time:** The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** See Above.

**Resistance:** Resilience.

**Conditions:** Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see the *Legend Core Rulebook*).

**Antidote/Cure:** Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

The Movement Rate listing shows how fast a swarm can travel if it is pursuing an enemy.

Driving a swarm away is a troublesome prospect, considering that weapons have no real effect on the insects. An insect swarm will not enter an area of heavy smoke and most crawling insects, such as ants, will not cross an unbroken line of sulphur powder. Fire is the most effective means of dispersing an insect swarm. For every 1D6 of damage a fire does, it reduces the size of a swarm by 1D6 every round.

# Leech, Giant

Usually found living in lakes and rivers, giant leeches can also survive on land, inhabiting rainforests and humid jungles where they cling to the branches of trees waiting for a potential host to pass by.

Blood-feeders, giant leeches can hold a number of Hit Points of blood equal to their SIZ x5 before becoming satiated and detaching from the host. Once attached, a leech remains that way unless it is burned-off (which may risk injuring the host) or removed with either magic or surgery. The mouth parts bury deep enough into the host to prevent it from being removed easily, although it injects a local anaesthetic so that the host feels no pain whilst the leech is attached and feeding.

Killing a leech that is in situ stops it from feeding but does not detach it. A leech that remains attached causes no further damage but looks unsightly and effectively reduces the CHA of the host by half. A dead leech will fall off naturally after 2D6 days.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+1	8	1-20	Body	1/6
CON	2D6+3	10			
SIZ	2D6-1	6			
INT	1	1			
POW	1D6	4			
DEX	3D6	11			
Combat Actions	2		Typical Armour: Slime. No Armour Penalty		
Damage Modifier	-1D4				
Magic Points	4		Traits: Blood Drain, Wall Walker		
Movement	4m				
Strike Rank	+7				

Skills: Athletics 60%, Evade 05%, Perception 25%, Persistence 22%, Resilience 40%

## Combat Styles

Bite 40%

## Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	L	1D4-1D4	As for Body



# Locust, Giant

Locusts are herbivorous, swarming insects characterised by a set of powerful hind legs that allow the creature to leap large distances – although locusts also have a set of sheathed wings allowing them to fly. The normal sized version of the insect has a tendency to engage in a feeding swarm, an activity that can devastate croplands as millions of the insect rapidly move through an area stripping it of vegetation. The giant version is far less likely to do this and giant locust swarms are extremely rare owing to the rarity of the creature itself.

Giant locusts are the size of a small dog and can be found anywhere in the world, with the exception of extremely cold climates. Usually solitary, locusts only pose a great threat when a swarm comes together and moves through an area.

The hind legs allow the locust to leap a number of metres equal to its DEX x5 laterally and DEX x2 vertically. Powerful mandibles slice easily through most kinds of vegetation and the giant variety is able to feed on tree foliage and bark meaning that a giant locust swarm can devastate forested areas in the same way its smaller cousins destroy croplands.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1	Right Rear Leg	3/6
CON	2D6+3	10	2	Left Rear Leg	3/6
SIZ	1D6+3	7	3	Right Middle Leg	3/4
INT	2	2	4	Left Middle Leg	3/4
POW	1D6+6	10	5-9	Abdomen	3/5
DEX	3D6+12	23	10-13	Thorax	3/6
			14	Right Front Leg	3/4
			15	Left Front Leg	3/4
Combat Actions	3		16-20	Head	3/4
Damage Modifier	-1D2				
Magic Points	10				
Movement	6m/15m (Fly)			Typical Armour: Chitin exoskeleton. No Armour Penalty.	
Strike Rank	+14			Traits: Wall Walking	

Skills: Athletics 80%, Evade 60%, Perception 40%, Persistence 40%, Resilience 40%,

## Combat Styles

Mandibles 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8-1D2	As for Head	—

# Mosquito, Giant

Blood-sucking insects that inhabit woodlands, marshlands and bogs, giant mosquitoes breed wherever there is standing water and are attracted by carbon dioxide – the exhaled breath of breathing creatures. Mosquitoes are, in general, nectar feeders and only the females require blood to stimulate egg production. However the giant variety, unable to gain enough sustenance from the small amounts of nectar normal sized plants produce, compared to the giant mosquitoes’ size, have adapted to rely on blood.

Giant mosquitoes are the size of a cat and the high pitched buzzing of their wings provides an early warning of an attack. They are most active at dawn and dusk, preferring to lie dormant during the day – but they will attack if disturbed. A single giant mosquito can drink a number of Hit Points’ worth of blood equal to its SIZ x2 before being satiated. However, it is not necessarily blood loss that is the killer. To drain blood the mosquito injects anti-coagulant saliva into its prey, and, at the levels a giant mosquito uses, this can overwhelm a bite victim after the mosquito has taken it fill. See Combat Notes for more details.

On a successful attack the mosquito drains blood every Combat Action that it remains attached to the victim, beginning on the same CA it makes its first attack. It does not need to make any attack roll to continue draining blood and it will not actively defend; however if swatted or attacked in an attempt to remove it, it is allowed an Athletics roll to remain attached and continue draining blood. This costs it a Combat Action.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6-1	6	1	Right Rear Leg	1/2
CON	2D3	4	2	Left Rear Leg	1/2
SIZ	1D3+1	3	3	Right Middle Leg	1/2
INT	1	2	4	Left Middle Leg	1/2
POW	2D6	7	5-7	Abdomen	1/3
DEX	2D6+6	13	8-9	Thorax	1/4
			10-11	Right Wing	1/1
			12-13	Left Wing	1/1
			14	Right Front Leg	1/2
			15	Left Front Leg	1/2
Combat Actions		2	16-20	Head	1/3
Damage Modifier		-1D6			
Magic Points		7		Typical Armour: Exoskeleton.	No Armour
Movement		18m (fly)		Penalty.	
Strike Rank		+9		Traits: Flying, Wall Walking, Life Sense	

Skills: Athletics 70%, Evade 70%, Perception 20%, Persistence 31%, Resilience 22%

## Combat Styles

Bite 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D3+1-1D6	As for Head	—

# Praying Mantis, Giant

This enormous insect predator dwells in jungle and rainforest. It has long, stilt-like legs, a triangular head with sharp jaws and huge, observant, compound eyes and jagged forelegs. The head is capable of swivelling through 300 degrees, ensuring that nothing escapes its attention. Mantises are coloured to blend in remarkably well with their native forest environment.

Praying mantises are strictly carnivorous creatures that feed on anything smaller than themselves. They are expert hunters, remaining motionless for hours on end waiting for the precise moment to strike. When that moment arrives, the mantis explodes forward with its forelegs to seize its prey. They can be tamed if taken as young and make extremely effective mounts in battle. Anyone riding such a creature into battle may use 1D10+10 to determine Hit Location on his targets, even against mounted foes (except particularly tall enemies or enemies also riding mantises).

## Combat Notes

The preying mantis is a formidable hunter. Its primary attack is always the foreclaws and it combines both claws in a single, devastating grasp that both damages and automatically Grips the prey – it does not need to gain a level of success above a defender to use this Combat Manoeuvre. Once grasping the mantis does not inflict any further damage with the claws and uses its powerful mandibles to continue its attacks. The mandibles are capable of slicing through armour and thus it can use the Sunder Combat Manoeuvre.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+12	33	1	Right Rear Leg	6/11
CON	3D6+9	20	2	Left Rear Leg	6/11
SIZ	8D6+12	40	3-5	Abdomen	6/13
INT	3	3	6	Right Wing	6/11
POW	3D6	9	7	Left Wing	6/11
DEX	2D6+18	25	8	Right Front Leg	6/11
			9	Left Front Leg	6/11
Combat Actions	3		10-12	Thorax	6/14
Damage Modifier	+2D8		13-15	Right Claw	6/12
Magic Points	9		16-18	Left Claw	6/12
Movement	12m		19-20	Head	6/13
Strike Rank	+16				

*Typical Armour:* Chitin exoskeleton. No Armour Penalty.  
*Trails:* Formidable Natural Weapons, Wall Walking  
*Skills:* Athletics 55%, Evade 40%, Perception 85%, Persistence 37%, Resilience 70%, Stealth 90%, Track 65%

## Combat Styles

Unarmed 95%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandible	M	T	1D8+2D8	As for Head	—
Foreclaws	L	VL	1D10+2D8	As for Claw	—

# Scorpion, Giant

Scorpions are giant carnivorous arachnids that come in a riot of colours and patterns. They live in jungles and deserts where they hide out during the day and emerge at nightfall to hunt. With pincers to the fore and a long, segmented tail carrying a wicked sting to the aft, giant scorpions are terrifying predators.

The giant scorpion described below is approximately two and a half metres long, not counting the tail, which is itself another two metres in length. The scorpion stands about half a metre tall. Scorpions have no discernible head; the sensory organs are contained within the forefront of the thorax.

## Combat Notes

Scorpion venom has the following Characteristics:

**Application:** Injected or smeared.

**Onset Time:** 1D3 Rounds.

**Duration:** 1D3 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 40+ CON of Scorpion.

**Resistance:** Resilience.

**Conditions:** Agony and Nausea.

**Antidote/Cure:** Healing skill and magic.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1	Right Fourth Leg	5/8
CON	2D6+12	19	2	Left Fourth Leg	5/8
SIZ	3D6+12	23	3	Right Third Leg	5/8
INT	1	1	4	Left Third Leg	5/8
POW	3D6	11	5-6	Tail	5/8
DEX	3D6	11	7-9	Abdomen	5/10
			10	Right Second Leg	5/8
Combat Actions		2	11	Left Second Leg	5/8
Damage Modifier		+1D10	12	Right First Leg	5/8
Magic Points		11	13	Left First Leg	5/8
Movement		12m	14-15	Right Pincer	5/9
Strike Rank		+7	16-17	Left Pincer	5/9
			18-20	Thorax	5/11

*Typical Armour:* Chitin exoskeleton. No Armour Penalty.

*Traits:* Formidable Natural Weapons, Wall Walking, Sting

*Skills:* Athletics 65%, Evade 30%, Perception 55%, Persistence 37%, Resilience 67%, Stealth 45%

## Combat Styles

Unarmed 35%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Sting	L	L	1D6+1D10 Poison	As for Tail	—
Pincer	M	S	1D4+1+1D10	As for Tail	—

# Slug, Giant

These huge gastropods are omnivorous but are carrion feeders rather than hunters. Slow moving and dull-witted, giant slugs are, nevertheless, fond of fresh meat, being attracted to helpless, wounded creatures. Healthy sources of protein are able to move far faster than a slug and so it poses little threat.

The mucus a slug exudes to help it move is extremely slippery but is otherwise harmless to the touch.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-7	Tail	1/5
CON	3D6	11	8-16	Body	1/6
SIZ	2D6+4	11	17-20	Head	1/5
INT	1	1			
POW	2D6	7			
DEX	2D6-1	6			

Combat Actions	1	Typical Armour:	Slime. No armour penalty.
Damage Modifier	+0		
Magic Points	7	Traits:	Wall Walking
Movement	3m		
Strike Rank	+4		

Skills: Evade 05%, Perception 25%, Persistence 31%, Resilience 31%, Stealth 30%

## Combat Styles

Bite 30%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D4	As for Head	—

# Spider, Giant

There are tens of thousands of species of spiders in the world but only a few species that pose a real danger to the average adventurer – the giant spider is one of these.

The giant spider featured here is a web-spinning spider, which hunts by spreading its webs over an area where potential prey is likely to cross. When a creature wanders beneath the web, the spider rushes over and begins spewing webbing all over its intended victim.

Another technique the spider may use is to set its web above a trail, closing it off with a net of webbing. When potential prey comes down the road, it is blocked by the webbing and the spider can then drop a sheet of webbing atop its intended victim. Still another tactic is to silently enclose an area in which its prey is sleeping.

The webbing of a giant spider will hold fast anyone who touches it unless they can succeed on an opposed Brawn or Athletics test. The spider web's Athletics value is equal to that of the spider that wove it. The web's Hit Points are double the spider's STR. Any weapon striking a strand of webbing will do damage but it also may become stuck. Flaming weapons never become stuck and always inflict double damage on webbing. However, webbing will not ignite.

The web spun in a round covers an area two metres by two metres, entangling the creature within that space. Those stuck in this manner are effectively immobilised and cannot attack, parry, dodge or dive for cover until they break free of the web successfully. The trapped character may be aided by his companions. If the spider throws multiple webs on the same individual, each layer of webbing must be broken through individually. An incoming webbing attack may not be parried.

Giant spiders are extremely intelligent creatures, though they are still just animals and their INT is fixed. In the following entries, the Movement figure following the slash is for movement within the spider's own web.

## Combat Notes

Spider venom has the following Characteristics:

**Application:** Injected.

**Onset time:** 1D3 Rounds.

**Duration:** 1D3 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 40+ CON of Spider.

**Resistance:** Resilience.

**Conditions:** Paralysis.

**Antidote/Cure:** Healing skill and magic.

The web is incredibly strong. All webs have 4 AP but the strength of the web in Hit Points is equal to the spider's own STR. Those caught in the web suffer the effects of the Entangle Combat Manoeuvre, across 1D3 separate locations at the same time. If a victim is able to move across the web, his movement is reduced by two thirds.



'Small' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+6	10	1	Right Fourth Leg	3/3
CON	3D6	11	2	Left Fourth Leg	3/3
SIZ	2D6+6	13	3	Right Third Leg	3/3
INT	8	8	4	Left Third Leg	3/3
POW	2D6	7	5-11	Abdomen	3/6
DEX	2D6+9	16	12	Right Second Leg	3/3
			13	Left Second Leg	3/3
			14	Right First Leg	3/3
Combat Actions	3		15	Left First Leg	3/3
Damage Modifier	+0		16-20	Thorax	3/5
Magic Points	7				
Movement	6m/12m				
Strike Rank	+16				

Typical Armour: Chitin. No armour penalty.

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking  
Skills: Athletics 75%, Evade 40%, Perception 65%, Persistence 31%, Resilience 43%, Stealth 85%, Track 40%

Combat Styles

Bite 50%, Web 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D6+poison	As for Head	—
Web	L	L	Entangles	4/10	—

‘Medium’ Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Fourth Leg	4/8
CON	3D6+6	17	2	Left Fourth Leg	4/8
SIZ	4D6+12	26	3	Right Third Leg	4/8
INT	8	8	4	Left Third Leg	4/8
POW	3D6	11	5-11	Abdomen	4/10
DEX	2D6+9	16	12	Right Second Leg	4/8
			13	Left Second Leg	4/8
			14	Right First Leg	4/8
Combat Actions		3	15	Left First Leg	4/8
Damage Modifier		+1D8	16-20	Thorax	4/11
Magic Points		11			
Movement		8m/18m			
Strike Rank		+16	Typical Armour: Chitin. No armour penalty.		

*Traits:* Poison, (bite, see below for details on Spider Venom), Wall Walking  
*Skills:* Athletics 100%, Evade 40%, Perception 65%, Persistence 43%, Resilience 61%, Stealth 85%, Track 40%

Combat Styles

Bite 55%, Web 65%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	M	T	1D6+1D8+poison	As for Head	—
Web	L	L	Entangles	4/19	—

Large' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+18	29	1	Right Fourth Leg	6/11
CON	3D6+12	23	2	Left Fourth Leg	6/11
SIZ	6D6+18	39	3	Right Third Leg	6/11
INT	8	8	4	Left Third Leg	6/11
POW	4D6	14	5-11	Abdomen	6/16
DEX	2D6+9	16	12	Right Second Leg	6/11
			13	Left Second Leg	6/11
			14	Right First Leg	6/11
			15	Left First Leg	6/11
			16-20	Thorax	6/17
Combat Actions		3			
Damage Modifier		+2D6			
Magic Points		14			
Movement		12m/20m			
Strike Rank		+16			

Typical Armour: Chitin. No armour penalty.

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking  
Skills: Athletics 110%, Dodge 40%, Perception 65%, Persistence 52%, Resilience 79%, Stealth 85%, Track 40%

Combat Styles

Bite 60%, Web 70%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	M	T	1D6+2D6+poison	As for Head	—
Web	L	L	Entangles	4/29	—

# DINOSAURS AND REPTILES

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# Alligator/Crocodile

These large reptiles, close relatives of the dinosaurs, live in swamps and slow-moving rivers. Active predators, they use their stealth to prey upon fish, snakes and animals coming in search of drinking water. Although alligators and crocodiles are different species and have a different appearance (alligators are shorter and have a smaller snout), the same statistics can be used.

Though they are often found in large numbers, crocodiles are not sociable or pack animals. Crocodiles are faster in the water than they are on land and prefer to attack prey in the water or at the water's edge.

When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful (assuming of course the crocodile succeeds on the initial attack) and inflicts damage equal to the crocodile's Damage Modifier each round to the location bitten. Armour does not protect against this damage. A crocodile on land is unable to use this attack, though it can still bite.

## Medium Alligator or Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Tail	5/8
CON	3D6+8	19	4	Right Hind Leg	5/6
SIZ	4D6+12	26	5	Left Hind Leg	5/6
INT	3	3	6-9	Hindquarters	5/9
POW	3D6	11	10-14	Forequarters	5/10
DEX	2D6	7	15	Right Front Leg	5/6
			16	Left Front Leg	5/6
			17-20	Head/Neck	5/8
Combat Actions	2		Typical Armour: Scales. No Armour Penalty.		
Damage Modifier	+1D12				
Magic Points	11		Traits: Excellent Swimmer		
Movement	6m/10m (swim)				
Strike Rank	+7				

Skills: Athletics 75%, Brawn 65%, Perception 40%, Persistence 43%, Resilience 67%, Stealth 50%, Swim 95%

## Combat Styles

Bite 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+1D12	As for Head	—
Tail Bash	L	L	1D4+1D12	As for Tail	—

# Large Alligator or Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	8D6+12	40	1-3	Tail	7/14
CON	6D6+8	29	4	Right Hind Leg	7/9
SIZ	8D6+12	40	5	Left Hind Leg	7/9
INT	3	3	6-9	Hindquarters	7/15
POW	3D6	11	10-14	Forequarters	7/16
DEX	2D6	7	15	Right Front Leg	7/9
			16	Left Front Leg	7/9
			17-20	Head/Neck	7/14

Combat Actions	2	Typical Armour: Scales. No Armour Penalty.
Damage Modifier	+2D8	
Magic Points	11	Traits: Excellent Swimmer
Movement	6m/10m	
Strike Rank	+7	

Skills: Athletics 75%, Brawn 85%, Perception 40%, Persistence 43%, Resilience 97%, Stealth 50%, Swim 95%

## Combat Styles

Bite 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+2D12	As for Head	—
Tail Bash	L	L	1D4+2D12	As for Tail	—

# Allosaurus

The name means ‘different lizard’ and allosaurs are large carnivorous dinosaurs, reaching 10 metres in length and standing over three metres tall. Allosaurs are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey. As dinosaurs go, allosaurs are reasonably smart and, in their native terrain, are ambush predators, either exploding from cover or leaping down from a height, using their enormous upper jaws as a hatchet.

Allosaurs can be found in savannahs and sparse tropical forests. They may be solitary or they may hunt in small packs, depending upon the area and the density of available prey.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+32	53	1-3	Tail	10/17
CON	4D6+21	35	4	Right Hind Leg	10/17
SIZ	4D6+32	46	5	Left Hind Leg	10/17
INT	3	3	6-9	Hindquarters	10/18
POW	3D6	11	10-14	Forequarters	10/19
DEX	2D6+9	16	15	Right Front Leg	10/16
			16	Left Front Leg	10/16
Combat Actions	2		17-20	Head/Neck	10/17
Damage Modifier	+2D12				
Magic Points	11		Typical Armour: Scales. No Armour Penalty.		
Movement	12m				
Strike Rank	+11		Traits: Formidable Natural Weapons		

Skills: Athletics 90%, Perception 50%, Persistence 43%, Resilience 95%, Tracking 40%

## Combat Styles

Bite 50%, Kick 35%, Tail Bash 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	L	1D10+2D12	As for Head	—
Kick	H	L	1D6+2D12	As for Leg	—
Tail Bash	H	VL	1D8+2D12	As for Tail	—



# Ankylosaurus

An ankylosaurus is a squat, quadruped herbivore. It has a wide shell of thick armour plates covering much of its turtle-like body, four thick legs and a blunt snout. The most impressive aspect of the dinosaur, however, is its tail, a long, muscular appendage that ends in a cruel club of bone. The surface and edges of the ankylosaurus's shell is studded with bony spikes.

Ankylosaurs are solitary creatures who only come together to mate. They prefer grassy plains with easy access to rivers and streams.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+21	35	1-3	Tail	14/13
CON	3D6+15	26	4	Right Hind Leg	6/13
SIZ	4D6+21	35	5	Left Hind Leg	6/13
INT	3	3	6-9	Hindquarters	14/14
POW	3D6	11	10-14	Forequarters	14/15
DEX	2D6+6	13	15	Right Front Leg	6/13
			16	Left Front Leg	6/13
Combat Actions		2	17-20	Head/Neck	14/13
Damage Modifier		+2D6			
Magic Points		11		Typical Armour: Scales. No Armour Penalty.	
Movement		10m			
Strike Rank		+10		Traits: Formidable Natural Weapons	

Skills: Athletics 20%, Brawn 80%, Perception 40%, Persistence 43%, Resilience 82%

## Combat Styles

Bite 50%, Tail Bash 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D6+2D6	As for Head	—
Tail Bash	L	VL	3D6+2D6	As for Tail	—

# Brontosaurus

Meaning ‘thunder lizard’, and more correctly known as Apatosaurus, brontosaurus are amongst the largest of the dinosaurs. A brontosaurus has a tiny head at the end of a long, sweeping neck, elephantine body and a long tail. Generally found in herds, brontosaurus are not aggressive and will often ignore a creature as tiny as a human (though they may still step on the careless).

Brontosaurus live near warm forests, and may be found either wallowing in shallow lakes and rivers or making their way across dry land. They are purely vegetarians, and are commonly around 20 metres long and four or five metres wide.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+40	54	1-3	Tail	14/21
CON	2D6+30	37	4	Right Hind Leg	14/21
SIZ	4D6+50	64	5	Left Hind Leg	14/21
INT	3	3	6-9	Hindquarters	14/22
POW	1D6+6	10	10-14	Forequarters	14/22
DEX	1D6	4	15	Right Front Leg	14/21
			16	Left Front Leg	14/21
			17-20	Head/Neck	14/21
Combat Actions		1	Typical Armour: Scales. No Armour Penalty.		
Damage Modifier		+3D10			
Magic Points		10	Traits: Formidable Natural Weapons, Trample		
Movement		8m			
Strike Rank		+5			

Skills: Athletics 15%, Brawn 95%, Perception 25%, Persistence 40%, Resilience 95%

## Combat Styles

Trample/Stamp 65%, Tail Bash 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Trample/Stamp	E	L	2D12+3D10	As for Leg	—
Tail Bash	E	VL	4D12+3D10	As for Tail	—

# Hadrosaurus

Hadrosaurus is the general name given to several dozen varieties of herbivorous, bipedal dinosaurs commonly referred to as 'duck-billed dinosaurs'. Varying slightly in size and body proportion, many of these dinosaurs have a large, bony crest atop their heads, which are used for trumpeting out mating calls that can carry for many kilometres.

Hadrosaurs prefer marshy areas and riverbanks, and are almost always found along the edge of a body of water. They commonly congregate in herds of as many as a hundred individuals of both sexes. The statistics given below can be applied to virtually any hadrosaur.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+15	34	1-3	Tail	8/14
CON	4D6+9	22	4	Right Hind Leg	8/14
SIZ	4D6+30	44	5	Left Hind Leg	8/14
INT	3	3	6-9	Hindquarters	8/15
POW	1D6+6	10	10-14	Forequarters	8/15
DEX	3D6	11	15	Right Front Leg	8/13
			16	Left Front Leg	8/13
			17-20	Head/Neck	8/13
Combat Actions		2	Typical Armour: Scales. No Armour Penalty.		
Damage Modifier		+2D8			
Magic Points		10	Traits: Formidable Natural Weapons, Trample		
Movement		10m			
Strike Rank		+9			

*Skills:* Athletics 80%, Brawn 75%, Perception 40%, Persistence 40%, Resilience 73%

## Combat Styles

Kick 40%, Tail Bash 20%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Kick	H	L	1D8+2D8	As for Leg	—
Tail Bash	H	L	1D10+2D8	As for Tail	—

# Plesiosaurus

A long-necked, sea-going dinosaur, plesiosaurs hunt fish and squid in the shallows although with its powerful flippers and tail it is quite capable of diving to great depths in search of larger prey.

Plesiosaurs can be dangerous to lone sailors by picking them off the decks of ships, though the beasts will usually not attempt this unless sick or starving. When a plesiosaur rears up from the water like this, only its Head/Neck Hit Location can be struck – the rest remains safely submerged.

## Combat Notes

Plesiosaurs are capable of seizing smaller creatures in their long, powerful jaws, and thus use the Grip Combat Manoeuvre before exercising a bite.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	21	1-2	Tail	5/10
CON	4D6	14	3-4	Right Hind Flipper	5/6
SIZ	6D6+12	33	5-6	Left Hind Flipper	5/6
INT	3	3	7-10	Hindbody	5/11
POW	3D6	11	11-14	Body	5/12
DEX	3D6+6	17	15-16	Right Front Flipper	5/6
			17-18	Left Front Flipper	5/6
			19-20	Head/Neck	5/10

Combat Actions	2	Typical Armour: Scales. No Armour Penalty.
Damage Modifier	+1D12	
Magic Points	11	Traits: Excellent Swimmer, Formidable Natural
Movement	10m (swim)	Weapons
Strike Rank	+12	

Skills: Athletics 80%, Brawn 75%, Evade 50%, Persistence 43%, Resilience 52%, Stealth 45%, Tracking 60%

## Combat Styles

Bite 45%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D8+1D12	As for Head	—

# Pteranodon

Flying reptiles, with wingspans averaging 10 to 12 metres, pteranodons have slender bodies, wide wings with a grasping claw at the midpoint of each and large talons. The pteranodon's head has an elongated, toothless beak, with a narrow crest almost as long as its jaw jutting from the rear of its skull.

Pteranodons subsist primarily on a diet of fish and small mammals. Humans and similar creatures are too large for them to eat, thus, such creatures are generally ignored unless they threaten a pteranodon nest. Pteranodon are usually found in small colonies of 3D6 individuals.

A pteranodon is capable of running along the ground on all fours, using its feet and the claws on its wings to propel itself at a speed belying its size.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	3/8
CON	3D6+3	14	4-6	Left Leg	3/8
SIZ	4D6+12	26	7-8	Abdomen	3/9
INT	3	3	9-12	Chest	3/10
POW	3D6	11	13-14	Right Wing	3/7
DEX	2D6+12	19	15-16	Left Wing	3/7
			17-20	Head	3/8

Combat Actions	3	Typical Armour:	Thick Hide. No Armour Penalty.
Damage Modifier	+1D10		
Magic Points	11	Traits:	Flying
Movement	10m/5m		
Strike Rank	+13		

Skills: Acrobatics 40%, Perception 65%, Persistence 43%, Resilience 52%, Stealth 40%

## Combat Styles

Bite 55%, Claw 45%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	M	1D8+1D10	As for Head	—
Claw	L	T	1D6+1D10	As for Leg	—

# Rock Lizard

Rock lizards are large, fairly stupid beasts that live in hills and caves, though they are also often found in ruined cities and other places abandoned by humanity.

Rock lizards are carnivorous creatures who prefer live prey, but are not adverse to dining on carrion if that is what is available. Rock lizards typically live in colonies of as many as 50 individuals, who can be seen basking in the sun together each morning.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Tail	3/6
CON	2D6+6	13	3-5	Right Leg	3/6
SIZ	4D6	14	6-8	Left Leg	3/6
INT	2	2	9-11	Hindquarters	3/7
POW	2D6	7	12-15	Chest	3/8
DEX	2D6+3	10	16	Right Claw	3/6
			17	Left Claw	3/6
			18-20	Head	3/6

Combat Actions	2	Typical Armour: Scales. No Armour Penalty.
Damage Modifier	+1D2	
Magic Points	7	Traits: Formidable Natural Weapons
Movement	8m	
Strike Rank	+7	

Skills: Evade 45%, Perception 25%, Persistence 41%, Resilience 49%, Stealth 25%, Tracking 30%

## Combat Styles

Claw 45%, Bite 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	S	1D6+1D2	As for Leg	—
Bite	M	S	1D8+1D2	As for Head	—

# Snake

Snakes are scaly, limbless reptiles found in nearly every non-arctic climate. There is a wide variety of different species within the group, each with its own specialisation. However, snakes can be generally divided into constricting snakes and venomous snakes. For *Legend's* purposes, these two divisions are called simply 'constrictors' and 'venomous'.

## Constrictor

The statistics given are for an eight-metre constrictor, an enormous beast capable of consuming a full-grown human.

### Combat Notes

If the constrictor's constrict attack hits, the victim is caught up in the serpent's coils. Each round, the constrictor inflicts damage to the victim's chest location. Chest armour protects against this damage. In addition to the Hit Point damage caused by the constriction, the victim is unable to breathe and begins to suffocate (see the *Legend Core Rulebook*). Being constricted by a constrictor counts as 'heavy' activity in determining how long the victim can hold its breath. The victim may make an opposed Athletics or Brawn roll each round to escape.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1-6	Tail	2/5
CON	3D6	11	7-14	Body	2/5
SIZ	3D6	11	15-20	Head	2/5
INT	3	3			
POW	3D6	11			
DEX	2D6+6	13			

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Scales. No Armour Penalty.
<i>Damage Modifier</i>	+1D10	
<i>Magic Points</i>	11	<i>Traits:</i> Excellent Swimmer
<i>Movement</i>	6m	
<i>Strike Rank</i>	+10	

*Skills:* Athletics 85%, Evade 65%, Persistence 43%, Resilience 43%, Stealth 75%

### Combat Styles

Bite 60%, Constrict 40%

### Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D3+1D10	As for Head	—
Constrict	H	T	1D8+1D10	As for Body	—

# Venomous

The statistics given below are for one of the more famous varieties of venomous snake – the cobra. Other venomous types can be created by varying the STR and SIZ Characteristics, as well as the Potency of the snake's poison. Some snakes spit their venom, and so the Combat Style reflects this kind of serpent.

## Combat Notes

Snake venom has the following Characteristics:

**Application:** Injection/Smear.

**Onset time:** Nausea after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion.

**Duration:** 1 hour.

**Resistance Time:** The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** Snake's CON x8.

**Resistance:** Resilience.

**Conditions:** Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

**Antidote/Cure:** Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-6	Tail	1/3
CON	2D6	7	7-14	Body	1/5
SIZ	2D6	7	15-20	Head	1/3
INT	3	3			
POW	3D6	11			
DEX	3D6+18	29			

Combat Actions	3	Typical Armour: Scales. No Armour Penalty.
Damage Modifier	-1D2	
Magic Points	11	Traits: Excellent Swimmer
Movement	8m	
Strike Rank	+18	

*Skills:* Athletics 35%, Evade 75%, Persistence 43%, Resilience 31%, Stealth 95%

## Combat Styles

Bite/Spit 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range (spitters only)
Bite/Spit	S	T	1D3-1D2	As for Head	STR in metres



# Stegosaurus

With a slender head, fat, stocky body and long, tapered tail, stegosaurus are a highly distinctive animal. The head and tail of the beast hang low to the ground, while its back arches up as high as four metres, a series of bony plates protruding from the creature's spine, offering it protection against predators. The tip of its tail is equipped with four, long, vicious spikes.

Stegosaurus prefer warm forests, and are usually found in family groups of 2D4 individuals. They will tend to ignore any creature that is not an obvious threat to them or their young.

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+21	39	1-2	Tail	10/13
CON	4D6+12	26	3-4	Right Hind Leg	8/13
SIZ	6D6+21	42	5-6	Left Hind Leg	8/13
INT	3	3	7-10	Hind Quarters	10/14
POW	3D6	10	11-14	Fore Quarters	10/15
DEX	2D6	7	15-16	Right Front Leg	8/13
			17-18	Left Front Leg	8/13
Combat Actions		2	19-20	Head/Neck	10/13
Damage Modifier		+2D10			
Magic Points		11		Typical Armour: Thick Hide and Armour Plate. No	
Movement		8m		Armour Penalty.	
Strike Rank		+7		Traits: Formidable Natural Weapons, Trample	

Skills: Athletics 65%, Brawn 58%, Perception 40%, Persistence 40%, Resilience 88%

## Combat Styles

Tail Bash 65%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Tail Bash	H	VL	1D10+2D10	As for Tail	—

# Triceratops

A broad, muscular dinosaur with a large shield of bone surrounding its head, two long horns emerging from the crest and a third, smaller horn protruding from the dinosaur's snout.

A triceratops is a herbivore, although it has a surly and often unpleasant disposition making it likely to charge anything that enters its territory: if the beast fails a Persistence roll, then a charge is guaranteed. Triceratops are quadrupeds, propelling themselves on four thick, powerful legs. They are fond of open savannah and are usually solitary.

## Combat Notes

Triceratops attempt to gore their foes. The triumvirate of horns are capable of both Sundering and Impaling and, if a foe is Impaled, the next Combat Action sees the triceratops aim to throw its victim with a toss of its massive head.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+30	51	1-2	Tail	10/16
CON	4D6+14	28	3-4	Right Hind Leg	10/16
SIZ	6D6+30	51	5-6	Left Hind Leg	10/16
INT	3	3	7-10	Hindquarters	10/17
POW	3D6	11	11-14	Forequarters	10/18
DEX	2D6+3	10	15-16	Right Front Leg	10/16
			17-18	Left Front Leg	10/16
			19-20	Head/Neck	14/16
<i>Combat Actions</i>			2	<i>Typical Armour:</i> Thick Hide and Armour Plate.	
<i>Damage Modifier</i>			+3D8	No Armour Penalty	
<i>Magic Points</i>			11	<i>Traits:</i> Formidable Natural Weapons, Trample	
<i>Movement</i>			8m		
<i>Strike Rank</i>			+8		

Skills: Athletics 60%, Brawn 75%, Perception 50%, Persistence 40%, Resilience 95%

## Combat Styles

Tail Bash 65%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Gore	H	VL	1D10+3D8	As for Head	—

# Tyrannosaurus

Needing little introduction, the Tyrannosaur is a consummate predator, a massive tower of muscle and teeth with a voracious appetite.

Tyrannosaurs appear much like larger, stouter versions of allosaurs; they are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+40	54	1-2	Tail	10/19
CON	5D6+30	48	3-5	Right Leg	10/19
SIZ	4D6+30	44	6-8	Left Leg	10/19
INT	3	3	9-11	Hindquarters	10/20
POW	3D6	10	12-15	Forequarters	10/20
DEX	2D6+3	10	16	Right Claw	10/11
			17	Left Claw	10/11
Combat Actions		2	18-20	Head	10/19
Damage Modifier		+2D12			
Magic Points		10	Typical Armour: Thick Hide. No Armour Penalty.		
Movement		11m			
Strike Rank		+8	Traits: Formidable Natural Weapons, Trample		

Skills: Athletics 90%, Perception 50%, Persistence 40%, Resilience 100%, Tracking 50%

## Combat Styles

Bite 60%, Roar 75%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+2D12	As for Head	—

# Velociraptor

Again needing little introduction, this is a pack-hunting dinosaur, and what the velociraptor lacks in size it makes up for in ferocity and a base cunning. Reasonably intelligent – at least when compared to other dinosaurs – the velociraptor employs misdirection and ambush techniques to overwhelm its prey, with members of the pack attacking from the side and rear.

Velociraptors are capable of hunting in terrain ranging from jungle to open savannah, and are commonly found in packs of 3 to 12 (3D4) individuals. They are bipedal dinosaurs, with dextrous foreclaws, mouths full of sharp teeth and enormous claws on their powerful legs. They stand a little taller than a man.

The velociraptor’s bite is capable of Bleed and Impaling. The Kick and Foreclaw are both capable of Sundering and Bleed, owing to the razor-like talons on each. The kick and claws are used as primary methods of disabling prey before the bite is used to tear the victim asunder.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Tail	5/7
CON	3D6+3	14	3-5	Right Leg	5/7
SIZ	3D6+6	17	6-8	Left Leg	5/7
INT	7	7	9-11	Hindquarters	5/8
POW	3D6	11	12-15	Forequarters	5/9
DEX	4D6+2	16	16	Right Claw	5/6
			17	Left Claw	5/6
Combat Actions		3	18-20	Head	5/7
Damage Modifier		+1D8			
Magic Points		11	Typical Armour: Thick Hide. No Armour Penalty.		
Movement		12m			
Strike Rank		+15	Traits: Formidable Natural Weapons, Trample		

Skills: Athletics 40%, Perception 50%, Persistence 40%, Resilience 52%, Stealth 50%, Track 45%

## Combat Styles

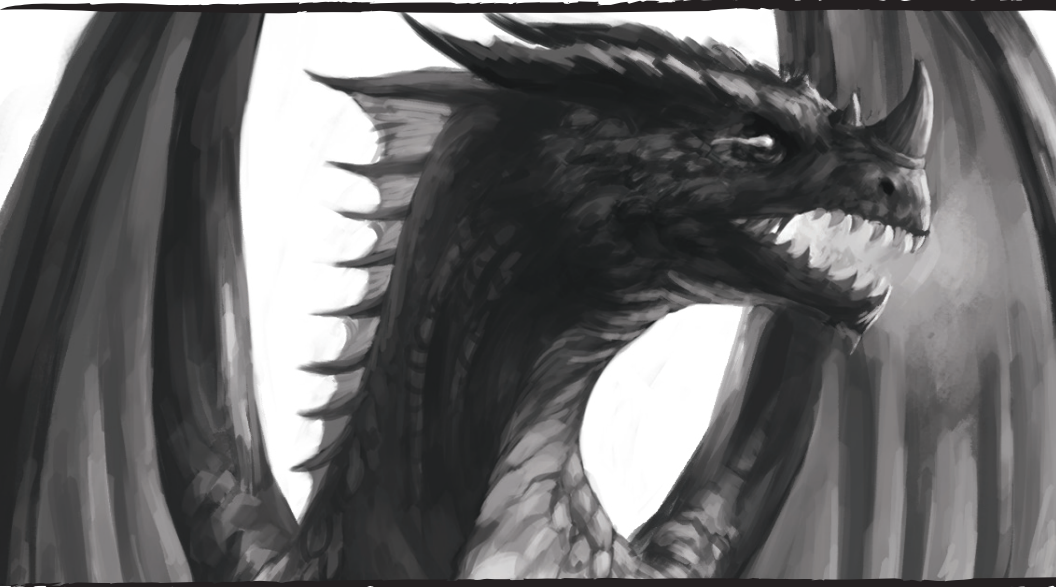
Bite 40%, Kick 35%, Foreclaw 65%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	L	1D8+1D8	As for Head	—
Kick	L	VL	1D6+1D8	As for Leg	—
Foreclaw	M	M	1D4+1D8	As for Foreclaw	—

# CREATURES OF LEGEND

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# Amphisboena

A solitary, massive serpent with a head at either end of its body, amphisboena lurk on the fringes of forbidding forests or in ancient, crumbling ruins.

An amphisboena is capable of fast movement by taking one of its heads into the mouth of the other and rolling across the ground like a large, scaly hoop. Its bite is deadly poison, and it will gladly attack anything that intrudes on its territory.

Numbers divided by a slash in the Characteristics below indicate the amphisboena actually has two such Characteristic scores – one for each head. All resistible attack spells targeted at an amphisboena must overcome both heads separately in order to take effect on the monster. This means the amphisboena is able to attempt to resist all incoming spells twice. Only if both heads are overcome will the spell work. Emotional and mental spells, such as Befuddle, or spells affecting the snake’s INT, POW or Magic Points, may only affect one head, chosen by the caster. The remaining head is unaffected.

## Combat Notes

Amphisboena venom has the following Characteristics:

**Application:** Injection.

**Onset time:** 2 Combat Rounds.

**Duration:** 6D10 minutes.

**Resistance Time:** The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

**Potency:** 28.

**Resistance:** Resilience.

**Conditions:** Agony, Exhaustion.

**Antidote/Cure:** Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim’s Resilience roll to fight the venom throughout its duration.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-6	Right Head	3/6
CON	3D6	11	7-14	Body	3/8
SIZ	3D6+6	17	15-20	Left Head	3/6
INT	2/2	2/2			
POW	3D6/3D6	11/11			
DEX	3D6+12	23			

Combat Actions	3	Typical Armour:	Scales. No Armour Penalty.
Damage Modifier	+1D4		
Magic Points	11/11	Traits:	Poison (bite, see below)
Movement	12m/16m		
Strike Rank	+14		

Skills: Athletics 85%, Evade 60%, Influence 60%, Persistence 43%, Resilience 43%

## Combat Styles

Bite 45%, Jump (Athletics) 85%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+1D4+Poison	As for Head	—
Jump	L	T	1D6+1D4+Poison	As for Body	—



# Basilisk

Approximately the size of a large rooster, a basilisk has grey or green scales, two bat-like wings and a mane of greasy, mangy black feathers running down its spine. It supports itself on four legs ending in rooster-like claws. The creature's head is similar to a rooster's, featuring a crown-like crest and a wattle. The tail is serpentine or reptilian and the facial features of the beast may also bear a resemblance to a lizard or snake.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Common Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again. The basilisk is also susceptible to its own gaze. If forced to stare into a mirror, it must make a successful Resilience roll of its own or die. The quality of the mirror is crucial: a true mirror always works as just described. A polished shield or other reflective surface will work too but the basilisk gains a bonus to its Resilience roll, ranging from +10 to +40 depending on the quality of the reflective surface.

Any weapon hitting the basilisk corrodes in the creature's blood, taking one point of damage for every point of damage inflicted on the basilisk. This damage bypasses the weapon's Armour Points and is applied directly to the weapon's Hit Points. However, magical damage from spells or enchantments placed on the weapon does not count as damage mirrored against the weapon. For example, a sword with a Bladesharp 4 spell placed upon it will inflict four points of additional damage to the basilisk but those four points will not in turn be applied to the damage suffered by the sword.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties 1D3 minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for such lethal compounds.



## Combat Notes

The bite of a basilisk, if it causes damage, is also poisonous, with the following Characteristics:

**Application:** Injection.

**Onset time:** Immediate.

**Duration:** 6D10 minutes.

**Resistance Time:** The victim must make a Resistance roll immediately. Failure indicates that Condition has taken effect.

**Potency:** CON x5 (65).

**Resistance:** Resilience.

**Conditions:** Agony. The victim also suffers 1D3 damage to all Hit Locations simultaneously.

**Antidote/Cure:** Healing Magic only.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D3	4	1-2	Tail	2/3
CON	2D6+6	13	3-4	Right Hind Leg	2/3
SIZ	1D3	2	5-6	Left Hind Leg	2/3
INT	3	3	7-8	Hindquarters	2/4
POW	1D6+12	16	9-10	Forequarters	2/5
DEX	2D6	7	11-12	Right Wing	2/2
			13-14	Left Wing	2/2
			15-16	Right Front Leg	2/3
			17-18	Left Front Leg	2/3
Combat Actions		2	19-20	Head	2/3
Damage Modifier		-1D6			
Magic Points		16		Typical Armour: Scales and Feathers. No Armour	
Movement		8m/12m		Penalty.	
Strike Rank		+7		Traits: Gaze Attack, Poison, Flying	

**Skills:** Athletics 60%, Evade 30%, Persistence 58%, Resilience 49%, Stealth 40%, Survival 40%

## Combat Styles

Gaze 100%, Bite 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D6-1D6+Poison	As for Head	—

# Behemoth

Perhaps the largest animal ever to tread upon the face of the land, a behemoth is dull-witted brute so powerful even a dragon would prefer to stay out of its way.

Built much like a bear, an adult behemoth stands more than 10 metres tall at the shoulder, 10 metres broad across the middle and is around 30 metres in length. It has smooth grey skin, legs like massive tree trunks and a long, thick tail ending in a knobbed and spiked club. The behemoth's muscles audibly grate against one another as the beast smashes its way through the jungles where it makes its home, a signal every other creature takes as its cue to go far away.

Behemoths are mammals that live in tropical jungles and are strictly herbivorous. They are solitary creatures that can often be found wallowing in deep pools and rivers.

Because of a behemoth's immense size and length, creatures less than one-third its SIZ do not roll on its Hit Location chart for combat attacks; they simply hit the part closest to them.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D10+100	133	1-2	Tail	30/33
CON	6D10+60	93	3-4	Right Hind Leg	30/33
SIZ	4D10+100	122	5-6	Left Hind Leg	30/33
INT	4	4	7-10	Hindquarters	30/33
POW	4D6	14	11-14	Forequarters	30/33
DEX	2D3	4	15-16	Right Front Leg	30/33
			17-18	Left Front Leg	30/33
			19-20	Head/Neck	30/33

Combat Actions	1	Typical Armour:	Thick Hide. No Armour Penalty.
Damage Modifier	+5D12		
Magic Points	14	Traits:	Trample
Movement	12m		
Strike Rank	+6		

Skills: Athletics 90%, Perception 40%, Persistence 66%, Resilience 100%, Track 40%

## Combat Styles

Bite 30%, Tail Bash 60%, Trample 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	E	VL	7D8+5D12	As for Head	—
Tail Bash	E	VL	1D6+5D12	As for Tail	—
Trample	E	T	6D8+5D12	—	—

# Centaur

Famed nomads, musicians and bowmen, centaurs are an intelligent and usually benign race. A centaur has the body of a horse but with the torso, arms and head of a human where the horse's head would be.

Because of a centaur's unique body structure it is not able to put the full force of its mass behind most attacks. Thus, instead of adding SIZ to STR to determine the centaur's Damage Modifier, the centaur's STR should be doubled. However, if the centaur is kicking, charging or striking with a lance or longspear the Damage Modifier should be figured normally (STR + SIZ).

Centaur's can be used as Adventurers. They prefer the simple life of the herd and wilds to cities but they are not averse to socialising with other cultures.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-2	Right Hind Leg	2/8
CON	3D6	11	3-4	Left Hind Leg	2/8
SIZ	4D6+12	26	5-6	Hindquarters	2/8
INT	2D6+6	13	7-8	Forequarters	2/10
POW	3D6	11	9-10	Right Front Leg	2/8
DEX	3D6+3	14	11-12	Left Front Leg	2/8
CHA	3D6	11	13-14	Chest	0/9
			15-16	Right Arm	0/8
			17-18	Left Arm	0/8
			19-20	Head	0/7

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Thick Hide. No Armour Penalty.
<i>Damage Modifier</i>	+1D4/+1D8	Centaur's can wear armour protecting the arms, chest, forequarters and head, at the appropriate Armour
<i>Magic Points</i>	11	Penalty for the armour type worn (usually hardened
<i>Movement</i>	12m	leather but metal armour is not unheard of).
<i>Strike Rank</i>	+14	
<i>Traits:</i> None		

*Skills:* Athletics 52%, Evade 40%, Lore (Regional) 35%, Play Instrument 40%, Perception 40%, Persistence 43%, Resilience 43%, Stealth 22%, Survival 40%, Track 40%, Unarmed 40%

*Common Magic 32%:* Centaur's can use Common Magic as well as any human. A typical centaur has 6 Magnitude in Common Magic spells, such as Bladesharp 2, Mobility 2 and Multimissile 2.

## Combat Styles

Bow 70%, Spear/Lance 40%, Spear and Shield 40%, Sword and Shield 35%, Unarmed

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Long Bow	H	—	1D8+1D4	5/8	175m
Longsword	M	L	1D8+1D4	6/12	—
Long Spear	L	VL	1D10+1+1D8	4/10	—
Target Shield	L	S	1D6+1D4	4/10	—
Hooves	L	M	1D6+1+1D8	As for Leg	—

# Dragon

Vast, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. The statistics given here relate to the traditional western dragon of legend but many varieties exist. Dragons tend to be solitary creatures but all are equipped with claws, fangs, astoundingly long life spans and a surfeit of magic. Where magic is concerned, dragons typically have a selection of Common Magic spells at their disposal. The statistics here give an example of the sorts of spells a dragon has but different individuals may well have more. As intelligent beings, dragons can also work sorcery.

## Combat Notes

Dragons are highly intelligent and cunning. They have a myriad of combat options open to them including their breath weapon and whatever magic the dragon has learned during its long life. Thus, the array of combat techniques is as wide and versatile as any human foe. Depending on its nature, the dragon may aim to end any confrontation quickly, using its most devastating attacks first or toy with its foes, using magic to harass and claw swipes to injure – but not kill – thereby asserting supremacy. Other dragons may want to avoid a fight altogether, knowing that they would easily win and only something as powerful as itself poses any kind of challenge.

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6	70	1–2	Tail	12/20
CON	10D6	35	3–4	Right Hind Leg	12/20
SIZ	10D6+30	65	5–6	Left Hind Leg	12/20
INT	6D6	21	7–8	Hindquarters	12/22
POW	4D6+12	26	9–10	Forequarters	12/21
DEX	4D6	14	11–12	Right Wing	12/19
CHA	6D6	21	13–14	Left Wing	12/19
			15–16	Right Front Leg	12/20
Combat Actions		3	17–18	Left Front Leg	12/20
Damage Modifier		+4D10	19–20	Head	12/20
Magic Points		26			
Movement		12m/20m (fly)	Typical Armour: Dragon scale (AP 12). No Armour Penalty		
Strike Rank		+18			

*Trails:* Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight  
*Skills:* Athletics 120%, Brawn 135%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 88%, Resilience 115%, Tracking 110%  
*Common Magic 68%:* Countermagic 4, Demoralise, Detect Gems, Detect Gold, Glamour 2, Mobility 4

## Combat Styles

Bite 125%, Claw 95%, Tail Bash 90%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	E	L	1D10+4D10	As for Head	—
Claw	E	VL	1D8+4D10	As for Leg	—
Tail	H	VL	1D6+4D10 / 2	As for Tail	—



# Gargoyle

With skin that emulates the texture of stone – and its hardness, to some degree – twisted faces, vestigial wings and grotesque postures, gargoyles are living versions of the sculpted wards that grace temples and cathedrals. They are not made from stone at all; and it is possible that the original sculptors of gargoyles based their designs on these creatures – or that the gargoyles were originally a race of shapechangers who were ‘inspired’ by stone gargoyles and simply took on a fixed form.

Gargoyles frequent ruins and old buildings where they can merge with their surroundings perfectly. Their stone-like skin has a certain chameleon-like property allowing their pigmentation to pick-up local nuances. Some gargoyles have clumps of moss-like hair growing about their bodies, improving further their camouflage.

Sinister and patient predators, a gargoyle can remain motionless for hours on end, waiting for the right moment to strike. When they do so, they have lightning reactions, bursting forth from their hiding places in a flurry of claws and talons. At other times they move slowly and imperceptibly, tiny shifts in position at a time that can only be detected with a critical Perception roll, allowing the gargoyle to creep-up on an unwary foe and maximise its surprise.

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+12	30	1-3	Right Leg	6/7
CON	2D6+6	13	4-6	Left Leg	6/7
SIZ	5D6	18	7-9	Abdomen	6/8
INT	1D6	4	10	Chest	6/9
POW	2D6+3	10	11-12	Right Wing	6/6
DEX	3D6	11	13-14	Left Wing	6/6
			15-16	Right Arm	6/6
Combat Actions		2	17-18	Left Arm	6/6
Damage Modifier		+1D10	19-20	Head	6/7
Magic Points		10			
Movement		8m/12m	Typical Armour: Stone-Like Skin. No Armour		
Strike Rank		+8	Penalty.		

Traits: Flying, Formidable Natural Weapons  
Skills: Athletics 40%, Evade 25%, Perception 75%, Persistence 40%, Resilience 49%, Stealth 90%

## Combat Styles

Claw 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D10	As for Arm	—





# Ghoul

Ghouls are demonic creatures that sustain their unnatural existence by feeding on the corpses of the dead. Formed when a malign spirit crosses over from the nether world to possess a freshly slain corpse, most ghouls come in human form but there is nothing to prevent such a spirit from inhabiting any newly killed body. The spirits that become ghouls are the hungry, emaciated spirits that are drawn to graveyards or places of death; anyone capable of Spirit Combat can see such spirits clamouring around places where the dead are interred (or left to rot) – and identify bodies possessed by the ghoulish spirit. Shamans with the capability can attempt to disincorporate the ghoulish spirit and battle it on the Spirit Plane, where the ghoulish claws become Spectral Weapons at the same percentage as their mundane weapons.

Ghouls look like grotesque caricatures of humanity, rotting corpses from a week-old grave. Any armour they possess is looted from graves and victims and they usually eschew weapons, preferring to do battle with their talons and poisonous bite.

## Combat Notes

Ghouls employ a blood chilling howl in combat. When a ghoulish howls, every creature in a radius equal to the ghoulish POW in metres becomes Demoralised (as the Common Magic spell) unless he can overcome the ghoulish Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoulish howl.

The bite of a ghoulish is venomous, with the following Characteristics:

**Application:** Injection.

**Onset time:** 1D3 Combat Rounds.

**Duration:** 1D10 Hours.

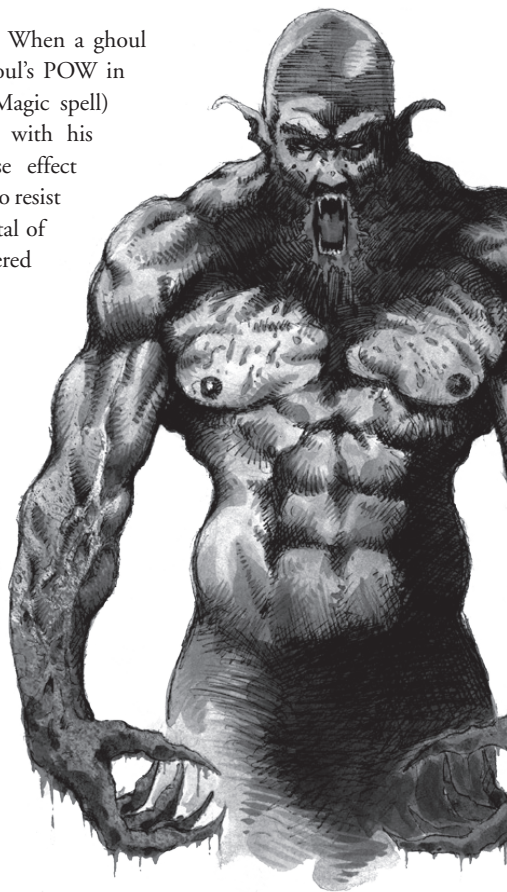
**Resistance Time:** The victim must make a Resistance roll at the end of the Onset Time. Failure indicates that Condition has taken effect.

**Potency:** 22.

**Resistance:** Resilience.

**Conditions:** Paralysis.

**Antidote/Cure:** Healing Magic only.





	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	4D6	14	1–3	Right Leg	–/5
CON	3D6	11	4–6	Left Leg	–/5
SIZ	2D6+6	13	7–10	Abdomen	–/6
INT	3D6	11	11–12	Chest	–/7
POW	3D6	11	13–15	Right Arm	–/4
DEX	3D6	11	16–18	Left Arm	–/4
			19–20	Head	–/5

*Combat Actions* 2

*Typical Armour:* None.

*Damage Modifier* +1D2

*Magic Points* 11

*Traits:* Poison

*Movement* 8m

*Strike Rank* +11

*Skills:* Athletics 40%, Evade 40%, Perception 30%, Persistence 43%, Resilience 43%, Stealth 40%, Unarmed 60%

## *Combat Styles*

Claw/Bite 60%, Howl 100%

## *Weapons*

<b>Type</b>	<b>SIZ</b>	<b>Reach</b>	<b>Damage</b>	<b>AP/HP</b>	<b>Range</b>
Claw	S	M	1D4+1D2	As for Arm	—
Bite	S	T	1D6+1D2	As for Head	—

# Gorgon

Monsters of legend who possess the upper bodies of women but the lower body of giant snakes. Their heads are wreathed in serpents instead of hair. The monster's face can shift into something so hideous that anyone who sees it is automatically and immediately turned to stone, the victim's spirit trapped helpless inside the statue. This is a passive gaze attack.

Whilst gorgons are often solitary creatures, residing far from human sight, they do socialise with their own kind, forming small groups of 2D3 entities. Every gorgon has a percentage chance equal to its POW of being immortal and of having an additional Chaos Feature. Immortal gorgons can only be affected by magical damage. They can also possess Common and Divine magic.

## Combat Notes

The gorgon's appearance attack is line of sight but the victim must be able to see the face – the attack will not work in pitch darkness or fog, for example. The attack is not hindered by defensive spells such as Countermagic. Gorgons are immune to their own appearance and that of other gorgons.

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the Gorgon's Persistence or be turned to stone.

The mane of snakes that forms a gorgon's hair is a different threat altogether. If the gaze attack does not work and if the gorgon can connect with a claw attack, it Grips the opponent and draws them in for the hideous, writhing snakes to do their work. 1D4+1 snakes can make a single attack as a Combat Action, with each snake inflicting its own damage if the single attack hits. The poison is the same as for Venomous Snake (see page 105) with the Venom Potency being equal to the gorgon's CON x3

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	8/7
CON	3D6+6	17	4-6	Left Leg	8/7
SIZ	4D6	14	7-9	Abdomen	8/8
INT	2D6+6	13	10	Chest	8/9
POW	1D6+12	16	11-12	Right Wing	8/6
DEX	3D6+6	17	13-14	Left Wing	8/6
CHA	1D3	2	15-16	Right Arm	8/6
			17-18	Left Arm	8/6
			19-20	Head	8/7
Combat Actions		3			
Damage Modifier		+1D2			
Magic Points		15		Typical Armour: Scales and Hide. No Armour	
Movement		8m/12m		Penalty.	
Strike Rank		+15			

Traits: Formidable Natural Weapons, Gaze, Poison  
Skills: Athletics 65%, Evade 50%, Perception 50%, Persistence 55%, Resilience 61%, Stealth 60%, Survival 60%, Track 50%

## Combat Styles

Claw 60%, Serpents 75%, Gaze (Special)

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D2	As for Arm	—
Serpents	S	T	1D4+Poison	-/2	—



# Harpy

A notoriously filthy and evil race, harpies appear as human-sized grimy vultures with the head and upper torso of a human female. Harpies delight in befouling the person and possessions of others, being things of mischief and villainy rather than outright killers.

Harpies are prone to acts of petty cruelty. They enjoy contaminating food stocks with their dung – rendering it disease-ridden and inedible except to harpies. They are also fond of stealing small items of value. If an Adventurer gains the enmity of a harpy (easily done), it will follow them for miles, albeit at a safe distance, indulging itself in whatever torments it can devise.

## Combat Notes

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6). The harpy's chance to hit decreases by 5% per three metres of distance the stone falls.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-2	Right Claw	1/4
CON	3D6	11	3-4	Left Claw	1/4
SIZ	2D6	7	5-7	Abdomen	1/5
INT	3D6	11	8-9	Chest	1/6
POW	3D6	11	10-13	Right Wing	1/3
DEX	5D6	18	14-17	Left Wing	1/3
CHA	1D3	2	18-20	Head	1/4
Combat Actions	3		<i>Typical Armour:</i> Thick Hide and feather. No Armour Penalty. <i>Traits:</i> Flying		
Damage Modifier	-1D2				
Magic Points	11				
Movement	6m/12m (fly)				
Strike Rank	+15				

*Skills:* Athletics 35%, Evade 50%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 50 %, Survival 40%, Track 45%

## Combat Styles

Claw 30%, Dropped Stone 30%, Dung Droppings 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	T	1D6-1D2	As for Leg	—
Dropped Stone	M	Varies	1D6/3m	6/4	Up to 30m in height



# Lamia

This beautiful and deadly creature is wholly supernatural and wholly evil. A lamia resembles a beautiful woman from the torso up but has the lower body of an enormous serpent.

As a Combat Action, a lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion contains visual components only – while it may *look* like the lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Each Combat Round, as a Combat Action, a lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, trolls & halflings) in an opposed test of her Seduction against the male's Resilience. If the lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free but if he fails, he remains entranced as long as he is in her presence. If an Adventurer is able to resist the lamia's gaze attack, he will be immune to it for a full 24 hours.

A man in thrall to a lamia will do virtually anything she asks, including attacking friends and comrades.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-6	Tail	4/6
CON	3D6	11	7-9	Abdomen	4/7
SIZ	3D6+6	17	10-12	Chest	-/8
INT	4D6	14	13-15	Right Arm	-/5
POW	4D6	14	16-18	Left Arm	-/5
DEX	4D6	14	19-20	Head	-/6
CHA	3D6+6	17			
Combat Actions	3		Typical Armour: Scales. No Armour Penalty.		
Damage Modifier	+1D2				
Magic Points	14		Traits: Vampiric Touch (Bite and Kiss)		
Movement	8m				
Strike Rank	+14				

Skills: Athletics 40%, Evade 50%, Insight 65%, Lore (Regional) 50%, Persistence 52%, Resilience 43%, Seduction 95%, Stealth 95%

## Combat Styles

Bite 50%, Kiss 50%, Tail 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D6+1D2+blood drain	As for Head	
Kiss	S	T	1D6+1D2+POW drain	As for Head	
Tail	L	L	1D6+1D2	As for Tail	





# Manticore

A manticore is a large, leonine creature with the tail of a scorpion and the head of a man. The tip of the tail boasts several dozen long, sharp spines and the creature's face is round and hideous, sporting a pair of long tusks and a scraggly mane like a lion's.

A bestial, dangerous creature, the manticore is usually a solitary predator, haunting wastelands and remote mountain regions. It is a well-known eater of human flesh.

## Combat Notes

The tail injects venom with the following Characteristics:

**Application:** Injected.

**Onset time:** 1D3 Rounds.

**Duration:** 1D3 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 30+ CON of Manticore.

**Resistance:** Resilience.

**Conditions:** Agony and Paralysis.

**Antidote/Cure:** Healing skill and magic.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Right Hind Leg	3/10
CON	4D6+6	20	3-4	Left Hind Leg	3/10
SIZ	4D6+12	26	5-6	Tail	3/10
INT	7	7	7-9	Hindquarters	3/11
POW	3D6	11	10-12	Forequarters	3/12
DEX	3D6	11	13-14	Right Front Leg	3/10
			15-16	Left Front Leg	3/10
			17-20	Head	3/10

Combat Actions	3
Damage Modifier	+1D12
Magic Points	11
Movement	10m
Strike Rank	+13

*Typical Armour:* Tough Hide. No Armour Penalty.  
*Traits:* Night Sight, Poison Sting

*Skills:* Athletics 60%, Evade 45%, Perception 55%, Persistence 43%, Resilience 70%, Stealth 40%, Survival 40%, Track 40%

## Combat Styles

Claw 70%, Gore 50%, Sting 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D12	As for Leg	—
Gore (tusks)	M	T	1D8+1D12	As for Head	—
Sting	M	VL	1D6+1D12+Posion	As for Tail	—



# Minotaur

The bull/man hybrid of legend, minotaurs have a reputation for violence and, to outsiders, they are surly and often down-right aggressive; but these are not simple-minded monsters; they are intelligent and capable of quite rational behaviour – although their dispositions remain gruff, at best.

Minotaurs are omnivorous and stories abound of them dining on human flesh but such tales are rarely true. Minotaurs tend to embrace a philosophy of avoiding humans, rather than confronting them and for straight-dealings when they have to discourse with human society.

Minotaur settlements tend to be found in remote valleys, away from civilisation. Minotaur females are far more docile than the men, fulfilling the child-caring and hearth-tending role whilst the males farm and hunt.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	3/8
CON	1D6+12	16	4-6	Left Leg	3/8
SIZ	3D6+12	23	7-9	Abdomen	3/9
INT	2D6+3	10	10-12	Chest	3/10
POW	3D6	11	13-15	Right Arm	3/7
DEX	3D6	11	16-18	Left Arm	3/7
CHA	2D6	7	19-20	Head	5/8
<i>Combat Actions</i>		2	<i>Typical Armour:</i> Tough Hide (plus horns on the head). No Armour Penalty.  <i>Traits:</i> None		
<i>Damage Modifier</i>		+1D10			
<i>Magic Points</i>		11			
<i>Movement</i>		8m			
<i>Strike Rank</i>		+11			

*Skills:* Athletics 60%, Brawn 58%, Perception 30%, Persistence 43%, Resilience 55%, Survival 30%, Track 40%, Unarmed 35%

## Combat Styles

Axe, Hammer (or any other close quarters weapon used two handed), 40%, Unarmed (head butt)

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Great Axe	H	L	1D12+2+1D10	4/10	—
Head Butt	L	T	1D6+1D10	As for Head	—

# Mummy

A mummy is an undead monster spawned of a preserved, desiccated and eviscerated corpse, inhabited by the spirit or soul that resided in the creature when it was alive. The spirit is effectively captured within the emaciate frame of the mummy but the physical and the spiritual are no longer the single, harmonious unit they were in life. The body has become a prison and even though it is rotten and fragile, it still, nevertheless, prevents the spirit from going where it intends to. The spirit is therefore an insane version of what existed in life, bent, very often, on extracting revenge from the living – and those who created its torment in particular.

A mummy's body is dried, spiced and wrapped in dry cloth, making it particularly vulnerable to fire. An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it or even a torch, will ignite the Hit Location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

Mummies can be engaged in Spirit Combat on the mundane plane with no discorporation necessary. In Spirit Combat the mummy attacks with its Spectral Grip – the same as for its mundane grip but with damage applied as per the Spirit Combat rules from *Legend*.

When a creature becomes a mummy, its STR and CON are doubled. The statistics represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	3/8
CON	3D6+12	23	4-6	Left Leg	3/8
SIZ	2D6+6	13	7-9	Abdomen	3/9
INT	2D6+6	13	10-12	Chest	3/10
POW	3D6	11	13-15	Right Arm	3/7
DEX	2D6	7	16-18	Left Arm	3/7
CHA	1	1	19-20	Head	5/8
Combat Actions		2	<i>Typical Armour:</i> Bandages and toughened, wizened skin. No Armour Penalty.  <i>Traits:</i> Disease Immunity, Poison Immunity, Life Sense		
Damage Modifier		+1D6			
Magic Points		11			
Movement		6m			
Strike Rank		+10			

*Skills:* Mummies possess the same skills they had when alive, though the skills may be modified by the mummy's new Characteristics.

*Common Magic:* Mummies also have any Common Magic spells they had when living. However, because the harmony between spirit and flesh is broken, the Magic Point cost is doubled.

## Combat Styles

Any used in life. Grasp 55%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Grasp	M	T	1D6+1D6	As for Arm	—

Any weapon as used in life.



# Roc

A roc is an enormous bird of prey, larger than a dragon and fully capable of challenging one for rulership of the air. Capable of feeding on elephants with ease, a roc will usually ignore a creature as small as a human but will certainly attempt to destroy humans or any other predators found near its nest.

Rocs are capable of attacking a ship by dropping enormous stones onto the deck, often punching a hole straight through the hull. A typical roc has a wingspan of approximately 40 metres and a body length of 18 to 20 metres.

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6+30	100	1-3	Right Claw	6/26
CON	4D6+21	35	4-6	Left Claw	6/26
SIZ	20D6+30	100	7-9	Body	6/28
INT	4	4	10-12	Breast	6/29
POW	3D6	11	13-15	Right Wing	6/26
DEX	3D6	11	16-18	Left Wing	6/26
			19-20	Head	6/27
Combat Actions	2		Typical Armour: Feathers and hide. No Armour Penalty.		
Damage Modifier	+4D12				
Magic Points	11		Traits: Flying		
Movement	12m/25m				
Strike Rank	+10				

Skills: Athletics 90%, Brawn 200%, Perception 60%, Persistence 43%, Resilience 115%.

## Combat Styles

Peck 55%, Claw 55%, Dropped Rock 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Peck	E	VL	1D10+4D12	As for Head	—
Claw	E	VL	1D8+1+4D12	As for Claw	—
Dropped Rock	E	VL	1D10+1D6 per three metres dropped	—	—



# Satyr

Satyr's are magical and mischievous woodland creatures with a reputation for lechery (amongst woodland spirits) and a beguiling way. All satyr's are male and must perpetuate their race by breeding with nymphs or with captured human or elven women – a proclivity which has caused satyr's to be avidly hunted in most human and elven lands.

Satyr's have the haunches and legs of goats, with a human torso and head above. Their hair is thick and curly and is usually pierced by a pair of short, goat-like horns. Satyr's are famed for their uncanny strength and stamina.

Satyr's are avid practitioners of Common Magic and tend to use their pipes (or, rarely, another instrument) as a focus. A satyr's skill with his pipes activates his Common Magic skill. By playing the pipes and expending the appropriate number of Magic Points, a satyr can cast any spell he knows.

A satyr's magic is unlike most Common Magic in that the spells will affect anyone within earshot of the pipes, to a maximum number of targets equal to the satyr's POW. The satyr may consciously choose to exempt one or more particular individuals. This aspect of satyr magic is tied directly to the creature's magical biology and no satyr can teach a non-satyr how to cast spells in this manner. In addition to its more normal spells, a satyr can make use of three spells unique to the satyr race.

## *Harmonise*

Duration Special, Magnitude 2, Ranged, Resist (Persistence)

This spell causes all who hear it and fail to resist to dance and sing as long as the satyr continues to play his pipes. Victims of this spell dance to the exclusion of all other actions, though they may make a second attempt to resist the spell if they suffer damage (the loss of one or more Hit Points) at any time during the spell.

## *Madness*

Duration Special, Magnitude 4, Ranged, Resist (Persistence)

This spell causes all who fail to resist it to either begin screaming in horror or singing merrily (50% chance of either). The victim will not react to outside stimuli, even if wounded while under the influence of the spell.

## *Sleep*

Duration Special, Magnitude 3, Ranged, Resist (Persistence)

Sleep causes all who fail to resist its effects to fall immediately into a deep, but normal, sleep. Sleeping Adventurers may be woken by loud noises, nudging and so forth.

	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	5D6	18	1-3	Right Leg	2/6
CON	4D6	14	4-6	Left Leg	2/6
SIZ	2D6+6	13	7-9	Abdomen	2/7
INT	2D6+6	13	10-12	Chest	-/8
POW	4D6	14	13-15	Right Arm	-/5
DEX	3D6+6	17	16-18	Left Arm	-/5
CHA	2D6	7	19-20	Head	2/6

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Fur and hide on the lower half,
<i>Damage Modifier</i>	+1D4	horns on head. No Armour Penalty.
<i>Magic Points</i>	14	<i>Traits:</i> None
<i>Movement</i>	8m	
<i>Strike Rank</i>	+15	

*Skills:* Athletics 45%, Dance 85%, Evade 50%, Play Instrument (pipes) 95%, Seduction 45%, Sing 85%, Stealth 55%

*Common Magic:* See spells above, plus 1D6+2 Magnitude of other Common Magic spells

### *Combat Styles*

Headbutt 45%, Club 35%

### *Weapons*

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Head Butt	M	T	1D4+1D4	As for Head	—
Club	M	S	1D6+1D4	4/4	—

# Skeleton

A skeleton is a magical construct that is animate only until the magic powering it runs out or the skeleton is destroyed. A skeleton has no mind of its own – it only follows the commands of its creator as literally and completely as possible.

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease, poisons and weapons that only cause impaling hits.

Most skeletons are the dead remains of humans or humanoids but it is entirely possible to encounter a skeleton formed from the remains of any creature with a bone structure. A skeleton has the same Movement the creature had in life but as a skeleton it cannot naturally fly or swim (if the creature had those abilities while alive).

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1–3	Right Leg	6/4
CON	1D6	4	4–6	Left Leg	6/4
SIZ	2D6+6	13	7–9	Abdomen	6/5
INT	0	0	10–12	Chest	6/6
POW	0	0	13–15	Right Arm	6/3
DEX	1D6+12	16	16–18	Left Arm	6/3
			19–20	Head	6/4
Combat Actions	2		Typical Armour: Ancient Bronze Plate (AP 6, –9 Strike Rank Penalty).		
Damage Modifier	+1D2				
Magic Points	11		Traits: Dark Sight		
Movement	8m				
Strike Rank	+8 (–1 if armoured)				

Skills: Athletics 30%, Evade 45%, Persistence 0%, Resilience 22%

## Combat Styles

Weapon 36%

## Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP	Range
Longspear	L	VL	36%	1D10+1+1D2	4/10	—
Shortsword	M	S	36%	1D6 +1D2	6/8	—



# Unicorn

A potent creature of legend, unicorns need little introduction. Generally they are smaller than a horse but are distinguished by their cloven hooves (rather than a single, full hoof) and the long, spiralling horn mounted in the centre of their foreheads.

Extremely intelligent, unicorns are solitary, forest-dwelling creatures. They are immortal and have a natural affinity with forest-tied creatures such as elves, forest spirits, satyrs and so on. They are attuned to purity: of body and spirit. Any Adventurer that can demonstrate purity in both these ways (and it is not an easy thing to do) will find that the unicorn acts with friendliness towards them.

The unicorn's horn is a powerful source of magical healing. It acts as a Cure Disease/Poison spell and will cure magical diseases and poisons with a potency less than the unicorn's Persistence. The horn also acts as a Heal Body spell with a Magnitude of 1D6 and Heal Mind. However, the magic only works if the unicorn offers the healing willingly. Forcing a unicorn to use its magic or cutting off the horn in the hope of gaining a permanent healing implement renders the magic useless.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-2	Right Hind Leg	3/9
CON	3D6+12	23	3-4	Left Hind Leg	3/9
SIZ	2D6+12	19	5-7	Hindquarters	3/10
INT	2D6+6	13	8-10	Forequarters	3/11
POW	2D6+12	19	11-13	Right Front Leg	3/9
DEX	3D6+3	14	14-16	Left Front Leg	3/9
CHA	3D6+6	17	17-20	Head	3/9
Combat Actions	3	Typical Armour: Tough hide. No Armour Penalty.			
Damage Modifier	+1D6				
Magic Points	19	Traits: Formidable Natural Weapons, Life Sense, Night Sight			
Movement	12m				
Strike Rank	+14				

Skills: Athletics 75%, Evade 50%, Perception 75%, Persistence 67%, Resilience 79%, Survival 50%

## Combat Styles

Horn 70%, Kick 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Horn	L	L	1D8+1D6	As for Head	—
Kick	L	M	1D6+1D6	As for Leg	—

# Vampire

The pinnacle of the undead form is the vampire. These beings are pale-skinned, parasitic creatures that were once mortal and now survive in immortality only by feeding on the lives of others. They cast no reflection, have no shadow and they do not breathe as true mortals do. Any sentient creature can become a vampire, though they are most often humans before they are Turned.

As supernatural predators without equal, vampires are incredibly strong and resilient to harm. When becoming a vampire, an Adventurer's STR and DEX scores both double and he gains limited natural armour in the form of his hardened skin. Vampires also possess the traits Night Sight and Life Sense. Coupled with near-immortality and several further benefits of the vampiric form described, it is easy to see why this state of undeath holds such a macabre appeal.

Vampires can only gain sustenance by drinking the blood or souls of living beings. To feed from a resisting victim, a vampire must somehow restrain the victim and somehow succeed in a subsequent bite attack. The bite attack drains either blood, in the form of CON, or the soul, in the form of POW. The damage from the bite is applied to one of these Characteristics directly, rather than to Hit Points. The amount of CON or POW sapped is added to the vampire's own CON or POW; thus, the more a vampire feeds, the stronger it becomes. A human vampire can drain up to 21 CON or 21 POW and other species can drain up to their respective species maximum. However, a vampire can reach satiation without *completely* draining a victim of Characteristic points. Each round the vampire makes either a Resilience or Persistence test, depending on whether or not it feeds on blood or souls. If the roll succeeds, then the vampire continues to feed. When the roll fails, it has drunk enough and ceases.

The amount of CON or POW drained sustains the vampire for a number of days equal to the number of points drunk: it need not feed again and will feel no compulsion to do so but may feed if it wishes, until it reaches either satiation or its consumption limit (21 or species maximum). The amount of characteristic points drained dissipate at the rate of 1 point every day: thus, the vampire's CON or POW diminishes by one point the day after feeding but it will not feel compelled to feed until all the Characteristic points it has fed on have diminished. Furthermore, the vampire's CON or POW will not fall below its original, living, level. Thus, a vampire with CON 11 could drain up to 21 points of blood in one feeding session, gaining a CON of 32. It will feel no compulsion to feed again for 21 days but its CON will drop by one point per day until it reaches 11 – at that stage, the compulsion to feed is overwhelming.

If the vampire feeds on souls, even POW dedicated to a Pact is consumed; and, in fact, this is consumed first. Thus, a soul-feeding vampire can effectively break the link a victim has with a god – and does so deliberately to prevent interference from meddling deities.

If an Adventurer is reduced to zero CON or POW by a vampire, either in one or several feeding attacks, there is a chance equal to the vampire's *original* POW x3 that the victim will resurrect as a vampire, enthralled to the one who created them. If the POW x3 roll fails then the victim simply dies. If the roll succeeds, they resurrects as a vampire after a number of days equal to their original CON or POW subtracted from 21.

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as they were in the flesh. As a mist, the vampire is immune to all types of physical damage but cannot take any action except Movement. In mist form, a vampire moves at the same speed as they would normally and is unaffected by strong winds.

There is a chance equal to the vampire's POW that it also has the ability to transform into a wolf or bat. If the roll to determine this additional ability is a critical success, then the vampire can assume the form of both. As with the mist transformation, such changes take a Combat Action to perform.

Vampires retain all Common Magic and Sorcery known before their transformation. Any Divine Magic is lost.

# Vampire Weaknesses

Despite their undoubted power, vampires have certain inherent weaknesses.

- If a vampire is reduced to zero Hit Points in its Head or Chest Hit Locations, it dies – albeit not necessarily for good. Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.
- Vampires cannot stand the touch of natural sunlight. They take one point of damage to every Hit Location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.
- The holy icons of some cults have proved effective against vampires in the past. Cults that focus their energies against the undead (such as those formed around Death, Law and Light runes or similar gods) are the most likely to be effective, though the end result is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than human symbols of holiness. Any Adventurer presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 Hit Points to a random Hit Location, unaffected by armour or any of the vampire's magic.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6x2	21	1-3	Right Leg	1/5
CON	3D6	11	4-6	Left Leg	1/5
SIZ	2D6+6	13	7-9	Abdomen	1/6
INT	2D6+6	13	10-12	Chest	1/7
POW	3D6	11	13-15	Right Arm	1/4
DEX	3D6x2	21	16-18	Left Arm	1/4
CHA	3D6	11	19-20	Head	1/5

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Tough hide. No armour penalty.
<i>Damage Modifier</i>	+1D4	Can wear additional armour.
<i>Magic Points</i>	11	<i>Traits:</i> Blood/Soul Drain, Life Sense, Night
<i>Movement</i>	10m	Sight
<i>Strike Rank</i>	+17	

*Skills:* Athletics 75%, Evade 60%, Insight 75%, Perception 80%, Persistence 60%\*, Resilience 60%\*, Stealth 80%, Survival 65%, Track 60%, Unarmed 80%

*\*Base values. Will change according to how much the vampire feeds.*

*Common Magic 50%: 1D6 Magnitude of Common Magic spells*

## Combat Styles

Weapon from Life at previous skill value (typically 60%). Unarmed 80%, Bite 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D6+1D4	As for Head	—



# Werewolf

Scholars are divided as to whether werewolves are humans who turn into wolves or wolves who turn into humans – a simple question no werewolf has ever bothered to answer. Whatever the truth of the matter, a werewolf takes on the strength and senses of a wolf at the expense of intelligence.

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf, to the contrary of much popular belief.

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Bladesharp 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Bladesharp spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen and thus may be asphyxiated or drowned.

The statistics are for a typical werewolf form. For human characteristics, use the standard *Legend* rules for creating an Adventurer.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6 x2	21	1-2	Right Hind Leg	1/5
CON	3D6	11	3-4	Left Hind Leg	1/5
SIZ	2D6+6	13	5-7	Hindquarters	1/6
INT	(2D6+6)/2	7	8-10	Forequarters	1/7
POW	3D6	11	11-13	Right Front Leg	1/5
DEX	3D6+3	14	14-16	Left Front Leg	1/5
CHA	3D6	11	17-20	Head	1/5
<i>Combat Actions</i>		2	<i>Typical Armour:</i> Tough hide. No Armour Penalty. Note resistance to mundane damage.		
<i>Damage Modifier</i>		+1D4			
<i>Magic Points</i>		11	<i>Traits:</i> Night Sight		
<i>Movement</i>		12m			
<i>Strike Rank</i>		+11			

*Skills:* Athletics 80%, Evade 55%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 50%

## Combat Styles

Bite 55%, Claw 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	S	1D8+1D4	As for Head	—
Claw	M	M	1D6+1D4	As for Leg	—

# Wurm

A worm is a large, limbless reptile, distantly related to dragons and their kind. Wurms have no fiery breath weapon to employ, but they are able to belch out a cloud of poisonous gas and regenerate Hit Points after suffering damage.

Wurms are found in dismal swamps and dark forests, usually far from any human habitation. They are fixed INT creatures, but display such a level of base cunning that many incorrectly believe them to be sentient. A worm appears as a large snake, except for the head, which, while reptilian, sports a crest much like that of a dragon.

The worm can emit a cloud of poisonous gas once per round. The worm's poison cloud remains for one round before losing its effectiveness.

A worm regenerates two Hit Points per Combat Round in every damaged location. Regeneration will cease if the worm dies.

## Combat Notes

Wurms exhale a poisonous gas that affects everyone within a radius equal to the monster's CON in metres and has the following Characteristics:

- Application:** Inhaled.
- Onset time:** Immediate.
- Duration:** 1 Combat Round.
- Resistance Time:** The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.
- Potency:** 72.
- Resistance:** Resilience.
- Conditions:** Agony. The victim suffers 1D8 points of damage to the chest location if the resistance test is failed.
- Antidote/Cure:** Healing magic.

	Dice	Average	1D20	Hit Location	AP/HP
STR	12D6	42	1-6	Tail	8/13
CON	3D6+12	23	7-14	Body	8/13
SIZ	12D6	42	15-20	Head	8/13
INT	9	9			
POW	1D6+12	16			
DEX	2D6	7			
Combat Actions	3		Typical Armour: Scales. No Armour Penalty.		
Damage Modifier	+2D10				
Magic Points	16		Traits: Poison (breath, see above for details on		
Movement	6m		Wurm Breath), Regeneration		
Strike Rank	+13				

Skills: Athletics 30%, Persistence 58%, Resilience 79%, Stealth 35%

## Combat Styles

Bite 55%, Breath 100%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+2D10	As for Head	—

# Wyrms

Wyrms are serpentine, legless, winged relatives of dragons. Possessed of intelligence akin to that of a human, a wyrm is a patient, dangerous foe but it lacks the superior insight and intelligence of a true dragon.

Solitary hunters, it is very rare to find a group of wyrms acting in concert, though sometimes a few individuals will join together for a common purpose. Unlike dragons, wyrms cannot use magic.

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's growth slows dramatically. By this point the creature is some nine metres in length. After age 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years. A wyrm may live for many hundreds of years.

The Characteristics given below are for a wyrm between 35 and 85 years old.

	Dice	Average	1D20	Hit Location	AP/HP
STR	11D6	39	1-4	Tail	8/11
CON	4D6	14	5-8	Abdomen	8/12
SIZ	11D6	39	9-12	Chest	8/13
INT	3D6	11	13-14	Right Wing	8/10
POW	3D6+6	17	15-16	Left Wing	8/10
DEX	2D6+6	13	17-20	Head	8/11
CHA	3D6	11			
Combat Actions	3		<i>Typical Armour:</i> Tough hide. No Armour <i>Penalty.</i> <i>Traits:</i> Dark Sight, Formidable Natural Weapons, Night Sight		
Damage Modifier	+2D8				
Magic Points	17				
Movement	6m/12m				
Strike Rank	+12				

*Skills:* Athletics 80%, Brawn 75%, Evade 65%, Influence 60%, Perception 45%, Persistence 61%, Resilience 52%

## Combat Styles

Bite 85%, Tail Bash 60%

## Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+2D8	As for Head
Tail	H	VL	1D20+2D8	As for Tail

# Wyvern

A distant and less dangerous relative of the dragon, wyverns are solitary hunters the size of a horse. A wyvern has two legs, two wings, no forelimbs and a tail tipped with a lethal poison stinger, long enough to reach around the wyvern to strike an enemy in front of the creature.

Like wyrms, their cousins, wyverns are cunning and dangerous but lack the insight and magical abilities of true dragons.

## Combat Notes

The sting is the favoured weapon of the wyvern and it has the following Characteristics:

**Application:** Injected or smeared.

**Onset time:** Immediate.

**Duration:** 1D6 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 50+ CON of wyvern.

**Resistance:** Resilience.

**Conditions:** Agony and Paralysis.

**Antidote/Cure:** Healing skill and magic.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Right Leg	5/9
CON	2D6+12	19	4-6	Left Leg	5/9
SIZ	4D6+12	26	7-8	Hindquarters	5/10
INT	7	7	9-11	Forequarters	5/11
POW	3D6	11	12	Tail	5/9
DEX	2D6+6	13	13-14	Right Wing	5/8
			15-16	Left Wing	5/8
			17-20	Head	5/9
Combat Actions		3			
Damage Modifier		+1D12			
Magic Points		11			
Movement		8m/16m			
Strike Rank		+14			

*Typical Armour:* Scales. No Armour Penalty.

*Traits:* Dark Sight, Night Sight, Poison Sting

*Skills:* Athletics 60%, Brawn 80%, Perception 35%, Resilience 67%, Survival 40%

## Combat Styles

Bite 55%, Sting 70%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+1D12	As for Head	—
Sting	H	VL	1D6+1D12+ Poison	As for Tail	—



# Zombie

A zombie is a corpse that has been animated by dark magic. A zombie has only shreds of its original mind left and is generally either under the control of a master or follows its natural hunger to feed on living flesh. Since a zombie is comprised of rotting flesh, they sometimes carry diseases which can be passed on via wounds they inflict.

Zombies have very low INT and POW, and no CHA, as they have virtually no intelligence, will or personalities of their own. As such, attempts to control a zombie's mind or influence its personality will suffer a -50% penalty. Zombies are also immune to fatigue, disease and poisons.

## Combat Notes

Slow and ponderous, the tenacious nature of zombies still makes them a formidable foe, especially in large numbers where a gang of the undead can outnumber and overwhelm a foe. The unarmed attack of the zombie is a flailing, grasping flurry that aims to randomly Grip or Bash with little strategy or reasoning. They do, however, concentrate on attacking rather than defending, so that single Combat Action is almost always used offensively.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	-/4
CON	1D6	4	4-6	Left Leg	-/4
SIZ	2D6+6	13	7-9	Abdomen	-/5
INT	1D3	2	10-12	Chest	-/6
POW	1D3	2	13-15	Right Arm	-/3
DEX	1D6+3	7	16-18	Left Arm	-/3
			19-20	Head	-/4

Combat Actions	1	Typical Armour: None.
Damage Modifier	+1D6	
Magic Points	2	Traits: Dark Sight, Diseased (GM's choice),
Movement	4m	Night Sight
Strike Rank	+5	

Skills: Athletics 35%, Persistence 16%, Resilience 22%

## Combat Styles

Unarmed 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Unarmed	S	T	1D3+1D6	As for Arm	—

# NATURAL LIFE



# Baboon

Baboons are omnivorous primates that subsist mostly on fruits and roots, though they do hunt live prey from time-to-time. They gather in groups of as many as 100 individuals, ruled over by a handful of dominant males (roughly 10% of the population). Baboon troops are amazingly well organised. No matter what the rest of the group may be doing, there are always enough sentinels on guard to watch for intruders. When baboons are travelling, the females and young are kept to the centre, closely guarded by the dominant males, while the lesser males scout ahead and guard the perimeter. If a baboon group encounters a superior foe, the baboons will scatter and climb trees or rocks for protection.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	1/4
CON	3D6	11	4-6	Left Leg	1/4
SIZ	2D3+1	5	7-9	Abdomen	1/5
INT	6	6	10-12	Chest	1/6
POW	3D6	11	13-15	Right Arm	1/3
DEX	3D6+6	17	16-18	Left Arm	1/3
CHA	2D6	7	19-20	Head	1/4

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Hide. No Armour Penalty.
<i>Damage Modifier</i>	-1D2	
<i>Magic Points</i>	11	<i>Traits:</i> None
<i>Movement</i>	8m	
<i>Strike Rank</i>	+15	

*Skills:* Athletics 80%, Evade 35%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 40%

## Combat Styles

Bite 40%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D8-1D2	As for Head	—

# Bear, Brown

Bears are often unpredictable and can display vicious or cowardly behaviour on a whim. Some adventurers manage to scare them away from camps with bravado while others have paid a heavy price for this approach. Sleeping for long periods over winter, bears will occasionally forage the snow-bound wilderness, typically preying on cattle and deer but, being true omnivores, they are also opportunistic when it comes to food.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+15	26	1-3	Right Hind Leg	3/8
CON	2D6+6	13	4-6	Left Hind Leg	3/8
SIZ	3D6+15	26	7-9	Hindquarters	3/9
INT	5	5	10-12	Forequarters	3/10
POW	3D6	11	13-15	Right Front Leg	3/8
DEX	3D6	11	16-18	Left Front Leg	3/8
			19-20	Head	3/8

Combat Actions	2	Typical Armour:	Fur. No Armour Penalty.
Damage Modifier	+1D12		
Magic Points	11	Traits:	Formidable Natural Weapons
Movement	24m		
Strike Rank	+11		

Skills: Athletics 60%, Perception 50%, Persistence 43%, Resilience 49%, Stealth 15%, Survival 60%, Swim 45%, Track 25%

## Combat Styles

Bite 60%, Claw 50%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D8+1D12	As for Head	—
Claw	M	S	1D6+1D12	As for Leg	—

# Bear, Polar

One of the largest and most aggressive species of bear, the polar bear lives on the frozen wastes and ice floes of the world's arctic regions. It is a strictly carnivorous creature, dining primarily on seals and fish.

Polar bears are excellent swimmers. They have little fear of humans and will often treat them as prey if they come into the bears' territory.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+21	32	1-3	Right Hind Leg	3/9
CON	2D6+6	13	4-6	Left Hind Leg	3/9
SIZ	3D6+21	32	7-9	Hindquarters	3/10
INT	5	5	10-12	Forequarters	3/11
POW	3D6	11	13-15	Right Front Leg	3/8
DEX	3D6	11	16-18	Left Front Leg	3/8
			19-20	Head	3/9

Combat Actions	2	Typical Armour: Fur. No Armour Penalty.
Damage Modifier	+2D6	
Magic Points	11	Traits: Formidable Natural Weapons
Movement	24m	
Strike Rank	+11	

Skills: Athletics 25%, Brawn 50%, Perception 50%, Persistence 43%, Resilience 55%, Stealth 25%, Survival 60%, Swim 80%, Track 35%

## Combat Styles

Bite 65%, Claw 55%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D8+2D6	As for Head	—
Claw	M	S	1D6+2D6	As for Leg	—

# Boar

Boars are wild, feral pigs with wiry coats, long tusks and extremely poor dispositions. They are commonly encountered in small groups of 2 to 12 individuals and prefer forested areas.

Boars are omnivorous, though the majority of their diet is composed of roots and berries. They are ferociously territorial creatures who will attack a much larger creature without hesitation. They are also incredibly resilient to damage and do not need to make Resilience rolls against any wounds save Major Wounds.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1–2	Right Hind Leg	2/6
CON	2D6+9	16	3–4	Left Hind Leg	2/6
SIZ	2D6+3	10	5–7	Hindquarters	2/7
INT	5	5	8–10	Forequarters	2/8
POW	3D6	11	11–13	Right Front Leg	2/5
DEX	3D6	11	14–16	Left Front Leg	2/5
			17–20	Head	2/6
Combat Actions		2	Typical Armour: Tough Hide. No Armour		
Damage Modifier		+1D2	Penalty.		
Magic Points		11	Traits: None		
Movement		8m			
Strike Rank		+11			

Skills: Athletics 25%, Evade 55%, Perception 50%, Persistence 43%, Resilience 58%, Stealth 55%, Survival 50%, Track 25%

## Combat Styles

Tusk 65%

## Weapons

Type	Size	Reach	Damage	AP/HP
Tusk	M	T	1D8+1D2	As for Head

# Cattle

One of the most common domesticated beasts, cattle can be found in virtually any human civilisation not in arctic regions.

The statistics below are designed for a bull but are also applicable to domestic cows, oxen, bison and sundry other large herbivores.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1–2	Right Hind Leg	2/7
CON	2D6+9	16	3–4	Left Hind Leg	2/7
SIZ	2D6+9	16	5–7	Hindquarters	2/8
INT	4	4	8–10	Forequarters	2/9
POW	2D6	7	11–13	Right Front Leg	2/6
DEX	2D6	7	14–16	Left Front Leg	2/6
			17–20	Head	2/7
Combat Actions		2	Typical Armour: Tough Hide. No Armour Penalty.		
Damage Modifier		+1D6			
Magic Points		7	Traits: Trample		
Movement		10m			
Strike Rank		+8			

Skills: Athletics 55%, Brawn 55%, Perception 30% Persistence 31%, Resilience 58%, Survival 20%

## Combat Styles

Charge 40%, Trample 55%, Gore (bulls only) 45%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Charge	VL	T	1D8+1D6	—	—
Trample	VL	T	1D8+1D6	—	—
Gore	L	S	1D6+1D6	As for Head	—

# Chimpanzee

Chimpanzees are forest-dwelling apes slightly smaller than humans. They are extremely intelligent creatures, with thin black hair and long, muscular arms. Chimpanzees are quadrupeds, though they can walk short distances on their hind legs and split their time equally between walking on the ground and swinging from the trees overhead.

Chimpanzees are primarily herbivorous, subsisting almost entirely on fruit and leaves, though they can also eat meat and insects. They are found in bands of as many as 20 individuals of both genders led by a dominant male.

Some male chimps will use clubs for threatening gestures and, from time to time, will even wield them in combat. Most chimpanzees would never use weapons, however.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Leg	-/5
CON	3D6	11	4-6	Left Leg	-/5
SIZ	2D6+6	13	7-9	Abdomen	-/6
INT	7	7	10-12	Chest	-/7
POW	3D6	11	13-15	Right Arm	-/4
DEX	3D6+6	17	16-18	Left Arm	-/4
CHA	2D6	7	19-20	Head	-/5
Combat Actions	3		Typical Armour: None.		
Damage Modifier	+1D2				
Magic Points	11		Traits: None		
Movement	8m				
Strike Rank	+16				

Skills: Athletics 95%, Evade 45%, Perception 30%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 45%, Track 40%

## Combat Styles

Bite 35%, Unarmed 45%

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	S	T	1D6+1D2	As for Head
Unarmed	M	M	1D3+1D2	As for Arm



# Deer

One of the most common food sources for human civilisations, as well as a number of large carnivores, deer are a wary and easily frightened species. They dwell mostly on the fringes of forests and in brushy areas where they follow well-established feeding and migration trails. A deer will only attack if it has no other choice.

Deer live in small herds, consisting of a number of does and fawns with either one dominant stag or a small group of bachelor stags. The statistics given are for a stag; does have SIZ 3D6+9.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1–2	Right Hind Leg	1/7
CON	3D6	11	3–4	Left Hind Leg	1/7
SIZ	3D6+12	23	5–7	Hindquarters	1/8
INT	4	4	8–10	Forequarters	1/9
POW	2D6	7	11–13	Right Front Leg	1/6
DEX	3D6+6	17	14–16	Left Front Leg	1/6
			17–20	Head	1/7

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Hide. No Armour Penalty.
<i>Damage Modifier</i>	+1D6	
<i>Magic Points</i>	7	<i>Traits:</i> None
<i>Movement</i>	12m	
<i>Strike Rank</i>	+13	

*Skills:* Athletics 75%, Evade 70%, Perception 95%, Persistence 31%, Resilience 58%, Stealth 25%

## Combat Styles

Head Butt 35%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Head Butt	L	S	1D6+1D6	As for Head	—

# Dog

All dogs are descended from wolves but millennia of crossbreeding and diversification has produced the myriad breeds (mongrel and pedigree) found across the world. Dogs are easily domesticated, display high degrees of loyalty and can be crossbred to a huge variety of purposes. The hearing and sense of smell in all dogs is incredibly acute, reflected in the Perception rating.

Breeds of dogs come as small as STR 1D3 and SIZ 1D3 or as large as STR 2D6+3 and SIZ 2D6+3. The statistics here are for a medium sized mongrel.

Left to their own devices, dogs hunt in packs composed of members of both sexes, led by a single dominant individual.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+1	5	1–2	Right Hind Leg	–/3
CON	3D6	11	3–4	Left Hind Leg	–/3
SIZ	1D6	4	5–7	Hindquarters	–/4
INT	5	5	8–10	Forequarters	–/5
POW	1D6+6	10	11–13	Right Front Leg	–/2
DEX	2D6+6	13	14–16	Left Front Leg	–/2
			17–20	Head	–/3

*Combat Actions* 2 *Typical Armour:* None.

*Damage Modifier* –1D6

*Magic Points* 10 *Traits:* Night Sight

*Movement* 12m

*Strike Rank* +12

*Skills:* Athletics 60%, Evade 30%, Persistence 37%, Perception 85%, Resilience 43%, Stealth 45%, Survival 30%, Track 85%

## Combat Styles

Bite 35%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D6–1D6	As for Head	—

# Elephant

Elephants need little introduction. They usually travel in herds and live on savannahs, tropical plains and in lightly wooded areas. An elephant stands a little more than three metres tall and has a large, prehensile trunk and a pair of tusks.

Elephants travel in herds, though these herds will sometimes break up temporarily when the elephants are feeding. A solitary elephant is almost certainly a rogue beast, expelled from its herd because of its poor temperament. If one member of a herd is sick or wounded, the remainder of the herd will actively protect it.

Elephants are intelligent beasts who learn very quickly. They can be domesticated and trained and in some cultures are used as mounts.

## Combat Notes

Elephants can Grip opponents with their trunk, effectively immobilising them and then attempting to throw them. A successful throw occurs if the victim cannot break free on the Combat Action following the Grip and if the elephant succeeds in a Brawn roll. The victim is thrown 2D6 metres and may sustain falling damage.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+24	45	1-2	Right Hind Leg	3/16
CON	3D6+15	26	3-4	Left Hind Leg	3/16
SIZ	6D6+30	51	5-8	Hindquarters	3/17
INT	6	6	9-12	Forequarters	3/18
POW	2D6+6	13	13-14	Right Front Leg	3/16
DEX	3D6	11	15-16	Left Front Leg	3/16
			17	Trunk	3/15
Combat Actions		2	18-20	Head	3/16
Damage Modifier		+2D12			
Magic Points		13		Typical Armour: Hide. No Armour Penalty.	
Movement		10m			
Strike Rank		+12		Traits: Trample	

Skills: Athletics 60%, Brawn 80%, Perception 65%, Persistence 49%, Resilience 88%

## Combat Styles

Trunk 55%, Trample 50%, Gore 40%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Trunk	H	VL	Special	As for Trunk	—
Trample	E	S	2D12	—	—
Gore	H	L	1D10+2D12	As for Head	—

# Gorilla

Largest of the primates, gorillas are naturally quadrupeds but are also comfortable walking and standing on their hind legs. Gorillas are primarily vegetarian, though they often supplement their diet with insects and the occasional small animal. They are most often found in small family groups led by an old silverback male.

Gorillas are not an aggressive species but if one becomes angry, it is easily capable of tearing a man, or even a troll, limb from limb. Female gorillas are smaller than males and have 1D6 less of both SIZ and STR.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+15	36	1-3	Right Leg	2/8
CON	2D6+6	13	4-6	Left Leg	2/8
SIZ	4D6+12	26	7-9	Abdomen	2/9
INT	7	7	10-12	Chest	2/10
POW	3D6	11	13-15	Right Arm	2/7
DEX	3D6+3	14	16-18	Left Arm	2/7
			19-20	Head	2/8
Combat Actions		3	Typical Armour: Hide. No Armour Penalty.		
Damage Modifier		+2D6			
Magic Points		11	Traits: None		
Movement		8m			
Strike Rank		+14			

Skills: Athletics 75%, Brawn 70%, Evade 40%, Perception 40%, Persistence 43%, Resilience 49%, Stealth 30%, Survival 40%

## Combat Styles

Bite 35%, Unarmed 45%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	M	T	1D8+2D6	As for Head	—
Unarmed	M	L	1D6+2D6	As for Arm	—

# Hawk

Hawks are predatory birds that can be found in most climates, from tropical to temperate to desert. A capable hunter who prefers to fall upon its prey by dropping out of the sky, a hawk will not attack anything that is not normally prey unless it is diseased, magically compelled or the creature in question is menacing the hawk's young.

The statistics given below are for a large hawk but may also be applied to an owl or an eagle. Owls have the Night Sight trait.

## Combat Notes

Trained birds of prey can be directed to attack larger targets than their normal prey. The claws and beak of a giant bird of prey can Sunder.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D3	2	1-5	Right Wing	-/2
CON	2D3	4	6-10	Left Wing	-/2
SIZ	1D3	2	11-16	Body	-/4
INT	4	4	17-20	Head	-/3
POW	2D6	7			
DEX	3D6+18	29			

<i>Combat Actions</i>	4	<i>Typical Armour:</i> None.
<i>Damage Modifier</i>	-1D8	
<i>Magic Points</i>	7	<i>Traits:</i> Flying
<i>Movement</i>	16m flying	
<i>Strike Rank</i>	+19	

*Skills:* Athletics 90%, Evade 90%, Perception 110%, Persistence 31%, Resilience 22%, Stealth 100%, Survival 40%

## Combat Styles

Bite 35%, Claw 50%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D4-1D8	As for Head	—
Claw	S	T	1D6-1D8	-/2	—

# Horse

Of all domesticated animals, only dogs have been part of human culture longer than horses. As such, many different breeds of horse have emerged over the millennia, as humanity has bred this useful servant to fill a variety of specialised needs. The horse described below is a typical working horse, suitable for riding or as a beast of burden.

Heavy horses – those used for ploughing fields and as warhorses – have an additional +4 STR, +4 CON and +4 SIZ.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+18	25	1-3	Right Hind Leg	2/9
CON	3D6+6	17	4-6	Left Hind Leg	2/9
SIZ	2D6+18	25	7-9	Hindquarters	2/10
INT	4	4	10-12	Forequarters	2/11
POW	3D6	11	13-15	Right Front Leg	2/9
DEX	2D6+3	10	16-18	Left Front Leg	2/9
			19-20	Head	2/9

Combat Actions	2	Typical Armour: Hide. No Armour Penalty.
Damage Modifier	+1D10	
Magic Points	11	Traits: None
Movement	16m	
Strike Rank	+9	

Skills: Athletics 75%, Brawn 60%, Persistence 43%, Resilience 61%, Survival 20%

## Combat Styles

Kick 40%

## Weapons

Type	Size	Reach	Damage	AP/HP
Kick	M	M	1D6+1D10	As for Leg

# Lion

Largest of the big cats, lions hunt in arid grasslands and live communally in packs known as prides.

A pride of lions is composed of lionesses, juveniles and several adult males who act as leaders. The lionesses do the majority of the hunting, whilst the males act mostly to defend the pride. A male lion is usually easy to spot, as the majority have a dramatic mane of fur framing their faces.

## Combat Notes

A lion uses its claws to Grip and hold prey and then deliver a bite on the next Combat Action. A similar tactic is used by lionesses when giving chase to prey; both claws pull the prey to the ground and it suffers falling damage as though falling from 3 metres before the lioness then inflicts a killing bite.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Hind Leg	2/6
CON	3D6	11	4-6	Left Hind Leg	2/6
SIZ	2D6+12	19	7-9	Hindquarters	2/7
INT	5	5	10-12	Forequarters	2/8
POW	3D6	11	13-15	Right Front Leg	2/6
DEX	3D6+6	17	16-18	Left Front Leg	2/6
			19-20	Head	2/6
Combat Actions	3		Typical Armour: Fur. No Armour Penalty.		
Damage Modifier	+1D8				
Magic Points	11		Traits: Night Sight		
Movement	12m				
Strike Rank	+14				

Skills: Athletics 70%, Evade 45%, Perception 55%, Persistence 43%, Resilience 43%, Stealth 50%, Survival 40%

## Combat Styles

Bite 60%, Claw 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D8+1D8	As for Head	—
Claw	M	M	1D6+1D8	As for Leg	—

# Mammoth

Mammoths are closely related to elephants and far less common. They are built much like elephants, save that they have larger heads and tusks, smaller ears and a coat of thick fur. They usually travel in herds and live in arctic and sub-arctic steppes. A mammoth stands a little more than four metres tall and has a large, prehensile trunk and a pair of tusks.

## Combat Notes

As per Elephant (see page 103).

	Dice	Average	1D20	Hit Location	AP/HP
STR	10D6+30	65	1-2	Right Hind Leg	9/20
CON	4D6+21	35	3-4	Left Hind Leg	9/20
SIZ	10D6+30	65	5-8	Hindquarters	9/21
INT	6	6	9-12	Forequarters	9/22
POW	2D6+6	13	13-14	Right Front Leg	9/20
DEX	3D6	11	15-16	Left Front Leg	9/20
			17	Trunk	9/19
Combat Actions		2	18-20	Head	9/20
Damage Modifier		+3D12			
Magic Points		13		Typical Armour: Hide and fur. No Armour Penalty.	
Movement		10m			
Strike Rank		+12		Traits: Trample	

Skills: Athletics 60%, Brawn 90%, Perception 65%, Persistence 49%, Resilience 99%

## Combat Styles

Trunk 55%, Trample 50%, Gore 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Trunk	H	VL	Special	As for Trunk	—
Trample	E	S	3D12	—	—
Gore	H	L	1D10+3D12	As for Head	—



# Panther

A panther is a large hunting cat. For this description, panther includes such diverse feline species as mountain lions, jaguars and leopards. These creatures live in forests and jungles, sometimes ranging out into nearby savannahs, plains and even deserts. They will prey on anything they can kill but they are wily animals and will not attack a foe with superior numbers or one that is obviously more than a match for them.

Panthers hunt by lying in wait and springing on their prey from ambush.

## Combat Notes

As per Lion. (see page 107)

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Hind Leg	1/6
CON	3D6	11	4-6	Left Hind Leg	1/6
SIZ	2D6+12	19	7-9	Hindquarters	1/7
INT	5	5	10-12	Forequarters	1/8
POW	3D6	11	13-15	Right Front Leg	1/5
DEX	2D6+12	19	16-18	Left Front Leg	1/5
			19-20	Head	1/5

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Fur. No Armour Penalty.
<i>Damage Modifier</i>	+1D6	
<i>Magic Points</i>	11	<i>Traits:</i> Night Sight
<i>Movement</i>	12m	
<i>Strike Rank</i>	+15	

*Skills:* Athletics 60%, Evade 65%, Perception 70%, Persistence 43%, Resilience 43%, Stealth 90%, Survival 45%

## Combat Styles

Bite 40%, Claw 60%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D8+1D6	As for Head	—
Claw	M	M	1D6+1D6	As for Leg	—

# Rhinoceros

Dim-witted and surly, these great beasts live on tropical savannahs and at the edges of forests. They have poor eyesight and a tendency to charge anything they perceive as infringing on their territory.

Strictly herbivorous, rhinoceroses are nonetheless very good at defending themselves and are able to stand up to a much larger carnivore in a one on one fight. Though a few attempts have been made to domesticate them, most have failed but some cultures still actively seek rhinoceroses for participation in arena games and other blood sports, as well as for the reputed magical properties of their horns.

## Combat Notes

The rhino horn is also a vicious impaling weapon. If a foe is Impaled, the next Combat Action sees the rhino aim to throw its victim with a toss of its head.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+21	28	1-3	Right Rear Leg	5/8
CON	3D6	11	4-6	Left Rear Leg	5/8
SIZ	2D6+21	28	7-9	Hindquarters	5/9
INT	3	3	10-12	Forequarters	5/10
POW	3D6	11	13-15	Right Front Leg	5/7
DEX	2D6	7	16-18	Left Front Leg	5/7
			19-20	Head	5/8

Combat Actions	2	Typical Armour:	Hide. No Armour Penalty.
Damage Modifier	+1D12		
Magic Points	11	Traits:	Trample
Movement	10m		
Strike Rank	+7		

Skills: Athletics 30%, Brawn 55%, Perception 45%, Persistence 43%, Resilience 43%

## Combat Styles

Gore 50%, Trample 75%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Gore	L	M	1D8+1D12	As for Head	—
Trample	H	T	1D12+1D12	—	—

# Shark

A perfect killing and eating machine, the shark is one of the most famous and feared denizens of the oceans. Sharks are unpredictable and dangerous, though fortunately, unlike sea serpents, they very rarely grow large enough to menace ships. They are, however, extremely hazardous to anyone actually in the water.

A shark is in constant motion and is always on the lookout for prey. The skin of a shark is extremely tough, covered with thousands of tiny ridges.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+24	45	1-3	Tail	6/15
CON	4D6+18	32	4-8	Hindbody	6/16
SIZ	6D6+24	45	9-13	Forebody	6/17
INT	2	2	14	Right Fin	6/10
POW	4D6	14	15	Left Fin	6/10
DEX	2D6+3	10	16-20	Head	6/15
<i>Combat Actions</i>		2	<i>Typical Armour:</i> Hide. No Armour Penalty.		
<i>Damage Modifier</i>		+2D10			
<i>Magic Points</i>		14	<i>Traits:</i> None		
<i>Movement</i>		16m			
<i>Strike Rank</i>		+7			

*Skills:* Athletics 60%, Brawn 60%, Perception 75%, Persistence 43%, Resilience 95%, Swim 100%

## Combat Styles

Bite 70%

## Weapons

Type	Size	Reach	Damage	AP/HP
Bite	L	T	1D10+2D10	As for Head

# Tiger

One of the largest of the big cats, a tiger hunts alone, eschewing the company of its own kind except during mating season. Tigers live in jungles and grassy areas and are perfectly capable of surviving in conditions ranging from the tropical to the arctic.

Tigers prefer to ambush their prey and are intelligent enough to avoid obviously dangerous quarry.

## Combat Notes

As per Lion (see page 107).

	<b>Dice</b>	<b>Average</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	5D6+12	30	1-3	Right Hind Leg	2/9
CON	3D6+3	14	4-6	Left Hind Leg	2/9
SIZ	5D6+12	30	7-9	Hindquarters	2/10
INT	5	5	10-12	Forequarters	2/11
POW	2D6+6	13	13-15	Right Front Leg	2/9
DEX	3D6+6	17	16-18	Left Front Leg	2/9
	—	—	19-20	Head	2/9

*Combat Actions* 3

*Typical Armour:* Fur. No Armour Penalty.

*Damage Modifier* +1D12

*Magic Points* 13

*Traits:* Night Sight

*Movement* 12m

*Strike Rank* +14

*Skills:* Athletics 70%, Evade 40%, Perception 60%, Persistence 49%, Resilience 52%, Stealth 80%, Survival 40%

## Combat Styles

Bite 55%, Claw 65%

## Weapons

<b>Type</b>	<b>Size</b>	<b>Reach</b>	<b>Damage</b>	<b>AP/HP</b>	<b>Range</b>
Bite	M	T	1D8+1D12	As for Head	—
Claw	M	M	1D10+1D12	As for Leg	—

# Tiger, Sabre Tooth (Smilodon)

Sabre tooth tigers are not true tigers but a separate big-cat species. Stocky and powerful over short distances, their favoured tactic is to ambush their prey from a high point, leaping onto the back and stabbing down with their dreadful sabre-curved fangs. They are native to savannahs and bushlands, stalking rocky outcrops and grazing areas.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+10	31	1-3	Right Hind Leg	3/10
CON	3D6+6	17	4-6	Left Hind Leg	3/10
SIZ	4D6+15	29	7-9	Hindquarters	3/11
INT	5	5	10-12	Forequarters	3/12
POW	3D6	11	13-15	Right Front Leg	3/10
DEX	3D6+3	14	16-18	Left Front Leg	3/10
			19-20	Head	3/9
Combat Actions		2	Typical Armour: Fur. No Armour Penalty.		
Damage Modifier		+1D12			
Magic Points		11	Traits: Night Sight		
Movement		10m			
Strike Rank		+12			
Skills: Athletics 75%, Evade 40%, Perception 60%, Persistence 43%, Resilience 67%, Stealth 80%, Survival 60%, Track 60%					

## Combat Styles

Bite 55%, Claw 65%, Stab 75%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D8+1D12	As for Head	—
Claw	M	M	1D10+1D12	As for Leg	—
Stab	M	M	1D10+1D12	As for Head	—

# Wolf

Consummate hunters, wolves gather in groups ranging from a few individuals to packs as large as 50 or more. They tend to prefer mountains and forest terrain, although they can be found almost anywhere.

Wolves fight as a group. In combat, several of them target a single enemy, raising the chances that one of them will be able to get through any defence. Larger wolves of the pack will often attempt to throw an enemy off his feet with a Leaping Attack, allowing the remainder of the pack to rush in while the enemy is off balance.

Though wolves are hated by ranchers and farmers for their tendency to dine on livestock, they rarely attack humans.

## Combat Notes

As per Dog (see page 102).

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1–2	Right Hind Leg	2/5
CON	3D6+3	14	3–4	Left Hind Leg	2/5
SIZ	2D6+3	10	5–7	Hindquarters	2/6
INT	5	5	8–10	Forequarters	2/7
POW	3D6	11	11–13	Right Front Leg	2/5
DEX	3D6+3	14	14–16	Left Front Leg	2/5
			17–20	Head	2/5

Combat Actions	2	Typical Armour: Fur, Hide. No Armour Penalty.
Damage Modifier	0	
Magic Points	11	Traits: Night Sight
Movement	10m	
Strike Rank	+12	

Skills: Athletics 80%, Evade 55%, Perception 60%, Persistence 43%, Resilience 52%, Stealth 55%, Survival 40%, Tracking 60%

## Combat Styles

Bite 60%, Claw 30%

## Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D8	As for Head	—
Claw	M	M	1D3	As for Leg	—

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