

# MONSTERS OF LEGEND Credits Credits Contents

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#### Introduction

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# INTRODUCTION

There are many mundane and supernatural beasts in the world, and there are those which push the boundaries of power in many ways. Some of the beings inside this book are true Monsters of Legend, power-houses of brute strength, demonic masters who shake mountains with their footsteps. These are monsters which seasoned adventurers should fear, respect and challenge in epic confrontations.

This book provides Game Masters with a resource for truly legendary and memorable encounters, from the powerful servitors of astral beings to the horned lackeys of the deepest and darkest Hells. There are new constructs, beasts and more within these pages. Some of these creatures could be adapted by Game Masters who want to use them as playable races in their campaign worlds. However, many are truly unique powers who have preyed on mortals for centuries.

Monsters of Legend 2 only requires the Legend Core Rulebook. Arms of Legend and Monsters of Legend are optional but useful.

## Adventuring Creatures

Rather like Monsters of Legend, every creature in this book has a set of statistics which represent an average member of that species. Game Masters are free to use these monsters as-is or generate their own using the rules in the Adventurer Creation chapter of the Legend Core Rulebook. Every creature has their pertinent statistics and information listed, including random characteristics and important traits, allowing Game Masters to create a character from any of the creatures presented. In addition, Game Masters can use the experience rules from the Improving Adventurers chapter in the Legend Core Rulebook to make even more powerful creatures for the players to confront in their quests. This works well when making a 'leader' or 'commander' type creature with minions at their beck and call such as powerful demons who often have legions of weaker ones at their command.

## Creatures and Intelligence

Some of the creatures in this book have a randomly determined INT, such as powerful planar beings and so forth. Some of the creatures of a lower intelligence will have a static number – the difference between these two methods, 2D6+6 compared to five for example is to denote sapience. A creature with a randomly determined INT is intelligent and sapient, capable of rational thoughts and self-determination. A creature with a static number is sentient but not sapient.

Fixed-INT creatures like lions and tigers have a set, non-random INT; they act on instinct, rather than logic or any kind of intuition. It does not mean that all Fixed-INT creatures are identically intelligent but it does denote that lions (INT 5) would be smarter than horses (INT 4) and can be used as a quick baseline to determine the way a creature will act. Creatures with a very large Fixed-INT score have rudimentary reasoning abilities, as well as a set of complex and varied finely-honed instincts.

#### Undead and Charisma

Some undead have a CHA score which reflects their connection to their former souls and not their physical appearance. For example, monsters like the wintersinger which perform a beautiful song.

#### Traits

Many creatures have abilities that are not covered by the standard character generation; these traits represent innate powers or special/supernatural abilities above and beyond their normal Characteristics, Abilities and Skills. The full description of these Traits and their effect on the game follows.

#### Breathe Flame

The creature can breathe flame 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 fire damage to all Hit Locations, though an Adventurer may dive for cover to halve this damage. Armour Points count as normal.

A creature may only breathe this flame once in a specific 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 possesses 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 in broad daylight.

#### Dark Sight

This 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 adequate 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 meters 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

The creature's natural weapons are as tough and durable as metal. As such they may parry weapon attacks with them. 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 poisons 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

This 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.

## Creature Descriptions

Creatures are defined by several factors.

**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 may 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 Resistance scores. Generally Persistence is calculated as the creature's POW multiplied by three with a +10% bonus added. Resilience is calculated using a similar method but uses CON. Some creatures may have higher or lower Persistence or Resilience values that these formulae generate, reflecting on their innate nature.

Where a creature is capable of using magic, the magical type it is skilled in is quoted, along with the appropriate skill value, namely Common Magic %, Pact and Lore %, and, for Sorcery,

Sorcery (grimoire) and Manipulation %. The spells a creature knows are listed as well. For example for Sorcery the spells appear in a Grimoire entry.

Where a creature is capable of flight such as a demon or a dragon or can swim, two movement rates are given, separated by a slash. The first is the creatures ground movement rate, the second is their flight or swim movement rate as appropriate.

**Weapons:** The creature's preferred available attacks and/or Combat Styles are listed. Combat Styles are named based on the creature's type of attack, or its preferred weapon type. They are usually listed as Combat Style (list of weapons, attacks) % to give a Game Master a narrative and mechanical statistic for the monster.

#### A Note on Good and Evil

Good, Evil and so forth are all concepts which come from various games that use alignments. Since Legend does not use alignment, concepts such as Law and Chaos, Light and Dark govern the celestial powers that be. There are places in the cosmos where the concept of good and evil are given form and creatures such as anarchons are birthed by great upheaval, chaotic elements bound to them so strongly they take on the embodiment of these ideals. So in this book when something is described as a good or evil creature, this is not set in stone. When the Games Master chooses a creature that prefers to battle evil, they will battle evil even if it is perpetrated by someone who has good intentions.

Good is not just the idea of a person or being who is flawless, a bright shining exemplar of their kind – it is a tag that mundane humans put onto a creature or being who falls outside their knowledge. Beings such as the anarchons or demons are vastly superior and completely alien to the mortal mind. They are not good or evil; they are working to their own plans and agendas based on criteria the human mind finds hard to understand. So in game terms Good and Evil are used to describe creatures and beings who have performed acts that are pigeon-holed by the mortal world into those concepts.

Good can be just as bad as evil, flawless, bound by law and totalitarian in its goals. Evil can be considered brutal and tyrannical but with a huge seductive draw, power corrupts, absolute power corrupts absolutely. Evil can be considered to be inaction and selfishness as much as Good can be considered to be action in situations which do not really warrant interference. Thus in the text when the Games Master reads something as good or evil, the motivations for that creature are up to him to decide.

#### The Planes

Some of the creatures in this book have a connection to other planes of existence. The purpose of this section is to explain a simple planar design for the game which allows Games Masters to incorporate new ideas and these monsters into existing campaigns and provide a backbone from which to support the concepts of planar existence and planar travel in fantasy worlds.

**Planes of all Kinds:** There are planes for everything in this design; think of them as the layers of skin of an onion. These layers provide shells of reality for all sorts of dimensions. The forces of decay and entropy whirl around and between them, linked by a thin veil between one and the other. In essence, sandwiched in each layer of the onion there is a barrier which prevents planar creatures from crossing over from one dimension to the other by accident. The Games Master can create planes and slot them into this design quickly and easily. Remember that in this cosmology there is a bright core at the centre of the onion where the One Being resides; a being with an alien and powerful mind, with its own agenda and goals.

**The One Being:** Genderless, timeless and some say formless – the One Being is a concept more than a creature. Perhaps the thoughts and hopes, dreams and fears of a billion different worlds and dimensions across the multiverse came together and created this entity or perhaps something else transpired. The One Being provides the central burst of creation from which all other planes ripple out. However, the truth of the matter is that the One Being is only a tiny fragment of a thousand other energies which combine to form a whole, each a different face on a different world. This provides the multi-verse with a billion different religions and ideals. No wonder there are so many wars when no one can agree on just what is really in charge out there.

**Planar Travel:** With the addition of planes of existence to the equation, there has to be some way to get from A to B. Travelling via magic is one of the many ways to cross the boundaries of the veil between these planes and planar travel spells are the best method. There are also some other methods which can add a twist of flavour to the planar concept.

**Planar Travel Armour:** This ancient armour was crafted by powerful sorcerer-kings in a far off time and place. It appears to be made of ivory and gold, with a fully sealed helmet and several crystals embedded into the armour's construction. When donned and activated it allows the wearer to traverse the planes of existence, navigating to the exact plane via a complex set of spell matrices built into the armour's flawless gemstones. The wearer is protected from the planar environment while inside the armour.

**Planar Travel Gem:** This flawless gemstone, either diamond or emerald, is linked to a specific plane. Once used it provides a one-way trip to that plane. Another gem linked to the departure plane is required to get back. It also requires a Persistence test to activate; failure means the gem lies dormant for a day before it can be used again. The gem provides no protection from planar energies.

**Planar Travel Cabinet:** A powerful dimension travelling master of magic created this curious device. It appears to be a six foot tall by four foot box, made of dark wood and covered in alchemical and mystical symbols. The box can travel accurately from one plane to the next, not through time or space. It is completely sealed and the control systems inside are a curious mix of magic and gear-driven technology. It is also oddly bigger on the inside than the out. A spell protects the box and the travellers from the odd energies of the planes themselves.

**Planar Vessel:** Supposedly made by a long-dead ancient race of planar explorers, these wondrous silver and ivory crafted ships can traverse the barriers between the planes. They are always exquisite in design and craftsmanship, usually with billowing astral sails and long elongated hulls. They are not equipped with any kind of weapons but are protected by magic so that the ship and crew are unharmed by planar energies.

**Planar Protection:** Many of the planes are dangerous, not just because of the creatures that inhabit them. They have searing energies and odd effects that can make travel extremely perilous. There are planar protection spells and items to make sure that the errant explorer is not turned inside out by the Chaos Plane or blinded by the pure light of creation in the Plane of Light. They come in many shapes and sizes, from armour to weapons and small amulets or rings.

**Planar Cosmology:** This is just an example of the kind of planar cosmology to support the concepts of good and evil found in many of the write-ups for creatures such as the Anachra. Planes are often known as 'verses to seasoned astral explorers and their ilk.

Centre Verse: This is the core of the planes, where all the skins are ripples of the One Being's unfathomable agenda. The plane itself is a highly structured environment which appears to be

a grand temple or library with thousands of rooms, hundreds of floors and extensive walkways which stretch to near-infinity.

Law Verse: Here everything is done according to a great plan; there is no room for compromise and no room for discussion. The letter of the law is the letter of the law and woe betide anyone who crosses it. The plane appears as one connected series of barracks and regimented design, with smartly dressed soldiers and knights amongst the many inhabitants.

**Light Verse:** The bright light of truth burns eternally here and unless the correct protection is used, the errant traveller can find themselves burned by it. Blindness is just one of the unpleasant effects should a traveller linger here without protective means. Many so-called good creatures are found on this plane and it is wise to remember that good is not always a 'good' thing, since many good creatures will attack beings whose ideals differ from their own due to an unwavering belief they are right.

**Dark Verse:** The blackness of this plane can sap the will and soul of unprotected travellers; there are many so-called evil beings which dwell here since it is the furthest point away from the bright unwavering light of creation. Evil is subjective of course, and some of these creatures just have a different way of doing things.

**Mortal Verse:** A billion different worlds spread across the multiverse, a thousand million lives all being lived without knowledge of each other. These planes represent many skins of that planar onion and from Earth to other dimensions; they are the only ones which require little or no protection to travel to.

**Chaos Verse:** Not one but hundreds of self re-inventing chaotic planes, the Chaos Verse is an unstable miasma of possibilities and realities, all of them whirling and swirling through the cosmology never settling on one place, or one design. The beings here are totally random, completely chaotic and do everything they can to buck the plans of order/Law as they prefer to be without authority. Venturing here without the correct protections could have disastrous consequences depending on the plane at the time.

**Shadow Verse:** Shadow cannot exist without light and on this plane this is the murky result of the interaction with the Light Verse. There are alien beings here with devious plans and plots, things that lurk at the edges of peripheral vision and servitors of ancient beings too terrible to name let alone speak of. It is a grey miasma of mist and nothing more, unless you dare to explore deeper, it is advised to carry the strongest mental protections when venturing into this verse.

**Oblivion Verse:** When the laws of man and being break down, when Chaos is not enough and when the dark is but a dream – Oblivion sets in. A natural entropy plane which also provides a home for many of the demonic beings mankind speaks of in hushed tones. It is a dangerous plane full of powerful entities and sub-planes which descend into concepts such as madness, anger, hate, guilt and jealousy for example. The demons of these planes are often born of such concepts and because they are powered by the belief of many, they become incredibly strong and capable of breaching into the Mortal Verse. The Verse appears as a desolated landscape with the ruins of a thousand lost civilisations stretching across the skyline into the distance under a triad of red-eye like suns.

These are just a small sample of the kinds of planes a traveller might encounter and many of the beasts following are may be tied to, or come from such planes. It is also worth noting that the planes presented are not the be-all and end-all of planar cosmology for Legend, just a toolkit for Games Masters to use in a pinch or customise as they see fit.

# HERE BE MONSTERS



## Alchemical Duplicate

Describe this creature as if it were the individual it is duplicated from.

Alchemical duplicates are artificial beings created by magicians from vats of alchemical compounds and blood. Alchemical duplicates are unnaturally tough and quite strong, but they are also rather stolid and dull, incapable of much imagination or deviation from their programmed instructions.

To create a duplicate, the creator needs a drop of blood from another creature, termed the original. It does not gain any special abilities possessed by the original—it can only gain learned traits. The process by which these creatures are made is imperfect; thusly they gain the skills of the original but at a reduced score, usually at -20% to account for their imperfect creation.

Duplicates are used for all sorts of purposes. Some are used in diabolical political ploys, replacing a king with a copy controlled by its creator. Others are used as shields against assassination, or as a means of recovering lost information.

#### Combat Notes

An alchemical duplicate uses the skills and combat styles it learned from the original. They are best suited to battling against their original form and know all their tricks and techniques. When fighting their original, an alchemical duplicate gains a +30% to related combat skills and styles.

When it is killed it dissolves into a pool of alchemical slime which slowly gurgles away.

Alchemical Duplicates possess only fragmented memories of their original, so they must make appropriate tests at -40% unless they first manage to make a successful Routine INT test. If they succeed then all is well and good, they can use the skill as it should be. If they fail then there is a 5% chance this stresses the duplicate out enough to drive it insane.

Repeated questioning increases the Difficulty of the test by one step; a Routine test becomes Hard and so on. If given enough time to rest, for perhaps a day, the Difficulty drops by one step until it returns to Routine. This represents the duplicate's mind healing. The alchemical duplicate here is based on a human frame, but there are other types which can be created with this process.

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

Combat Actions	2	Armour: May wear any armour of the original.
Damage Modifier	+1D2	
Magic Points	9	Traits: None.
Movement	8m	
Strike Rank	+11	Skills: Any possessed by the original.

Combat Styles
Any from the Original (attack 1, attack 2) 88%

**Weapons**Any weapon the original creature uses



#### Amber Animal

You see an amber beast, resembling a large rat with glowing white eyes.

Amber animals are the creation of ancient rituals and powerful nature priests. The construction process is long and involved; it uses the spirit of a living animal infused with that of an intelligent living plant creature. Once the creature and spirit are combined the resulting construct can be gifted to an ally or used to serve the creator as an assassin, guardian or more.

An amber animal appears to resemble the base creature, except it is carved of beautiful translucent amber. When damaged, it begins to crack and chip, finally shattering into amber dust when destroyed. Whilst this dust has no commercial value, it can be used by wizards and alchemists.

#### Combat Notes

The base creature keeps any Traits it may have had and any special attacks or qualities. It gains Dark Sight and a special immunity to electrical/lightning damage or effects. No spell or natural effect which causes lightning or electrical damage can harm an amber animal.

Absorbing Touch: When fighting an amber animal the aggressor must watch for the creature's ability to convert its body (using a Combat Action) into a liquid form. Smaller creatures than the amber animal are particularly vulnerable to this trick. A smaller creature can be swallowed whole and suffer the effects of Suffocation from the Legend Core Rulebook (page 76). A trapped arm or limb can be freed with a successful Hard Brawn test. If the amber animal is killed all trapped limbs or creatures are freed. Depending on the size of the creature, an amber animal can hold up to four others in its liquid form and may eject them at any time without sacrificing a Combat Action.

**Shock and Awe:** An amber animal can generate an electrical charge through its claws or bite, transferring the damage to its enemies. Foes take 1D6 electrical damage additional to any the creature may cause normally.

**Armoured Shell:** The amber animal has a base three points of armour if it has none, or adds two to any armour already factored in.



#### Amber Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Tail	7/8
CON	3D6+8	19	4	Right Hind Leg	7/6
SIZ	4D6+12	26	5	Left Hind Leg	7/6
INT	3	3	6-9	Hindquarters	7/9
POW	3D6	11	10-14	Forequarters	7/10
DEX	2D6	7	15	Right Front Leg	7/6
			16	Left Front Leg	7/6
			17-20	Head/Neck	7/8
Combat Astions		2	Ammanum S	aalaa amd Amban aball	

Combat Actions 2 Armour: Scales and Amber shell.

Damage Modifier +1D12

Magic Points 11 Traits: Dark Sight. Special Immunity.

Movement 6m/10m
(swim)
Strike Rank (swim) +7 Common Skills: Athletics 80%, Brawn 75%,

Perception 55%, Persistence 54%, Resilience 70%, Stealth 67%, Swim 98% *Advanced Skills:* Track 88%

#### Combat Styles

Crocodile Tears (Bite, Tail Bash) 79%

Type	Range	Size	Reach	Damage	AP/HP
Bite		M	M	1D8+1D12+1D6 (electrical)	As for Head
Tail Bash		L	L	1D6+1D12+1D6 (electrical)	As for Arm



#### Anachra

These creatures come from another plane; they are the guardians and servitors of greater powers beyond the ken of mortals. They have several features in common and are broken into different sub-types, for ease of play and creation only the most important of these mysterious beings are detailed here, the Games Master can create many more.

All anachra use the following special rules, unless otherwise noted in their entry.

**Aura of Glory:** When an anachra begins to go into battle it becomes angry. Any allied beings within a 15 metre radius of an anachra are bathed in their aura, a bright sphere of light which begins to shine from within the creature and covers the area. Allied creatures and the anachra inside the aura's area of effect gain a +10% bonus to all resistance checks and attacks made whilst inside the effect, as well as being able to move at their movement rate +2 metres. Enemies are demoralised and their skills and attacks are penalised by -10%.

**Mystic Circle against Evil:** A circle of power always surrounds the creature; it blocks offensive magic like the Absorption spell in the Legend Core Rulebook (page 177).

**Teleportation:** The creature teleports itself as per the Teleport spell in the Legend Core Rulebook (page 208). It can carry only what it has on its person; no additional objects can be teleported.

**Superlative Language:** The creature can speak and understand any creature that has a language, and are able to converse in multiple languages. This ability is always active.

**Humanoid form:** With no cost in Magic Points or need to cast a spell, anachra can transform themselves into humanoids to disguise themselves on other planes, especially the mortal ones.

#### Cat Anarchon

The figure is that of a humanoid cat, albeit one over three metres in height. Despite its size, it moves with tremendous grace and speed. It wields a large, three-flanged whip, and seems poised to pounce at any moment, though its body language gives no clue as to direction or target. Its garb is a simple tunic of elegant make, cut tight to the body so as not to interfere with movement.

Cat anarchons are agile, athletic, celestial beings who spend a great deal of time exploring, either on other planes, or on the various material worlds. They are intensely curious and activist beings, not willing to wait to be summoned to battle evil. When summoned, they are generally wilful, even while obeying the terms of the summoner (if such obedience is part of the spell). They tend to have a free-wheeling interpretation of orders, generally clinging to the overall spirit but not necessarily the letter.

When in the Mortal Verse, they will usually adopt the guise of a human or cat form, though they may take other forms if it suits them to do so. Their agility and athleticism makes them excellent urban scouts and spies, and they often serve the cause of good by gathering information rather than by direct conflict.

They wield a special whip which has a spell-like ability, it confuses enemies as per the *Legend Core Rulebook's* entry on poisons and diseases.

#### Combat Notes

Cat anarchons enjoy a fight – but only if they are winning. They will flee as soon as it is obvious they are being overpowered, unless the cause is especially vital. They will never abandon innocents to evil or fail to hold some vital point to the end, but they will also not die for the sake of appearing brave or honourable. In combat, they use their agility, especially their teleport ability and acrobatics skill to keep away from powerful melee opponents, using their extremely long reach with the whip to deal damage without being touched. When most of their foes are confused, the cat anarchon will pick them off one by one at its leisure.

**Agility:** Cat anarchons are nimble and quick, they gain a bonus of +20% to their Athletics and Acrobatics skills.

**Deafening Yowl:** Once per day a cat anarchon can let loose with a deafening roar, this yowling noise terrifies lesser beasts and any creature within a 40 metre radius must make a Hard Persistence test or be so frightened of the creature they move their maximum movement away from it for 2D4 rounds. The affected creatures are also deafened for 3D6 rounds.

**Confusing Whip:** A target struck in melee by the weapon must make a Difficult Resilience test or be Confused as per the *Legend Core Rulebook* (page 79) for 2D6 rounds.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+11	18	1-3	Right Leg	3/7
CON	2D6+9	16	4-6	Left Leg	3/7
SIZ	2D6+10	17	7-9	Abdomen	3/8
INT	2D6+5	12	10-12	Chest	3/9
POW	2D6+11	18	13-15	Right Arm	3/6
DEX	4D6+7	21	16-18	Left Arm	3/6
CHA	3D6+9	20	19-20	Head	3/7

Combat Actions	3	Armour: Celestial cloth. No Armour Penalty.
Damage Modifier	+1D4	
Magic Points	18	Traits: Dark Sight, Anarchon Traits
Movement	8m	
Strike Rank	+17	Common Skills: Athletics 79%, Brawn 76%, Evade 82%, Insight 73%, Lore (Celestial Beings) 97%, Perception 80%, Persistence 80%, Resilience 80%, Stealth 89%, Unarmed

75%, Advanced Skills: Acrobatics 80%, Language (All) 90%, Lore (Celestial Magic), Pact (Celestial Powers) 89%, Track 88% Spells: Blessing, Cure Disease/Poison, Dismiss Magic, Exorcism, Heal Body, Heal Mind, Heal Wound, Illusion

#### Combat Styles

Feline Grace (1-H Sword, 2-H Sword, Whip, Bite, Claw) 101%

Туре	Range	Size	Reach	Damage	AP/HP
Bite		M	T	1D8+1D4	As for Head
Claw		M	M	1D6+1D4	As for Arm
Whip		M	VL	1D4+1D4 Entangle, Special	3/8



#### Chain Anachra

Lowering one massive metal-shod foot is a huge man dressed in chains that wrap around his torso and move as if alive. Like a writhing serpent, a spiked chain of black metal coils over his arms and in his grasp.

Chain anachra are cut from the same cloth as hammer anarchons and often fight side by side with them in the midst of titanic battles. The key difference between the two is the weapon they wield, as it shows an important difference in their psyches. Hammer anachra live for battle for its own sake, while chain anachra have dedicated themselves to a singular cause – freedom. They cannot tolerate bondage of any form, having built their formidable suits of armour and great weapons from the chains of those they have freed in the past.

Chain anachra are rarely summoned, but they sometimes come to the aid of anyone falsely imprisoned by those who would hide their base actions under the mantle of righteousness or the pursuit of the law. They think nothing of slaying guards or legal authorities in their quest for freedom; in their eyes, those participating in wrongful capture are as bad as the tyrants ordering such things in the first place.

#### Combat Notes

Mercy is not a word the chain anachra understand in any form. Chaotic, like all their brethren, they rarely stick around to help prisoners once immediate bondage has been dealt with. To the chain anachra, it is the act of being caged that is offensive. Once the cell has been sundered or the manacles shattered, those once bound are free. Whether the unfortunates can retain their freedom afterward, especially as they may still be in the heart of their prisons, is a complication few chain anachra ever consider.

**Chain of Chaos:** The mainstay weapon of the chain anachra is a huge chain, a massive metal linkage which can be used to shatter all implements of bondage, break bones and smash skulls. It can be thrown and returns to the throwers hand instantly, it can be hurled every round as a Combat Action. When the chain anachra is slain the chain becomes a normal chain and loses all powers. If the chain is separated from the anachra he can call it back using a Combat Action so long as it is on the same plane. The magic of the chain grants a +10% bonus in combat.

**Shatter Bonds:** By using a Combat Action the chain anachra can surround himself with its metal chain, wrapping it around his limbs. Any time after he can smash his fists into the ground, calling upon his true power. A wave of magical red tinted energy washes outwards to a distance of 20 metres. Upon contact with the wave, all locks, manacles, hindrance magic and any effect capable of restricting movement or imprisoning a being is opened, sundered or instantly dispelled; only natural terrain remains unaffected. Magical prisons are also opened, and this includes things like genie lamps and so forth. It cannot destroy or damage such things though, only free the trapped being inside.

	D'		1D20	TT'. T	AD/IID
	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+11	22	1-3	Right Leg	5/8
CON	3D6+7	18	4-6	Left Leg	5/8
SIZ	2D6+13	20	7-9	Abdomen	5/9
INT	2D6+3	10	10-12	Chest	5/10
POW	2D6+9	16	13-15	Right Arm	5/7
DEX	3D6+7	18	16-18	Left Arm	5/7
CHA	2D6+7	14	19-20	Head	5/8

Combat Actions	3	Armour: Supernatural chain. No Armour
Damage Modifier	+1D8	Penalty.
Magic Points	16	Traits: Anarchon Traits
Movement	8m	
Strike Rank	+14	Common Skills: Brawn 80%, Evade 89%, Insight 80%, Lore (Celestial Beings) 80%, Perception 90%, Persistence 88%, Resilience 89%, Unarmed 88%  Advanced Skills: Language (All) 87%, Lore

Powers) 89%

Magic: Channel Strength, Disarm, Fear, Sever Spirit, Shield, Spirit Block, True (Chain)

(Celestial Magic) 80%, Pact (Celestial

# Combat Styles Chain of Chaos (Chain) 112%

Type	Range	Size	Reach	Damage	AP/HP
Chain		M	M	1D6+1+1D8 Entangle, Stun Location	8/12



#### Hammer Anarchon

The figure is that of a man, over three metres in height, built broad and solid. He wears a loose white tunic fastened with large clasps of black iron and a band of the same material encircles his head. Held in one hand is a massive, two-headed hammer, and he moves it as if it were a part of his own flesh.

Hammer anarchons are boisterous celestial beings who seem to enjoy battling evil as much for the battle itself as for nobler reasons, something which causes tension with other forces for good on other planes. They gleefully hurl themselves into conflict on any plane, often venturing into darker realms for no reason other than to smash evil. If summoned for purposes other than conflict, they are not good at hiding their disappointment. In addition, they have a slightly hedonistic bent, and enjoy good food, drink and music much more than many of their staid counterparts. A hammer anarchon on a mission in the Mortal Verse, in humanoid guise, may be side-tracked by a welcoming inn or town fair.

Hammer anarchons are often summoned for missions dealing with large numbers of smaller foes. A group of heroes may ask a hammer anarchon to clear a path for them through an encamped army or aid them in breaking out of a besieged fortress.

#### Combat Notes

Hammer anarchons rarely have much in the way of complex tactics. They are skilled at sizing up foes and knowing who to hit first, but such decisions are about the extent of their tactical thinking. They will use ranged attacks against foes they cannot easily hit, such as distant mages or flyers, but prefer to get up close and personal. They use their hammer's Quake ability as often as they can, sending nearby foes tumbling, and then following up with lethal blows against the prone opponents. If badly wounded, they indulge in tactical retreat, but doing so galls them, and they will always return later. Against non-evil and weaker foes, they will temper their blows (taking a -10% penalty and trying to stun them) but against evil, they show no mercy.

**Hammer Time:** Hammer anarchons use a massive hammer. This huge metal weapon is made from black steel, wrapped in dark leather, roiling with chaotic and dangerous energies. It can be thrown with a Combat Action and returns to the thrower's hand whether it hits or misses. The favourite use for this weapon is to unleash the power inside; using a Combat Action it produces a devastating quake, as described below. If the hammer anarchon is slain, its hammer becomes a mundane Great Hammer. If the hammer and anarchon are separated, he can call it back to his hand using a Combat Action, so long as it remains on the same plane.

**Quake:** Every POW/4 (rounded down) rounds, the hammer anarchon can channel the energy inside his hammer by smashing it into the ground. This unleashes a short-ranged, but very powerful, shockwave out to 30 metres. The wave vibrations last until the hammer anarchon's next round Combat Action and all characters within this area of effect must make Difficult Athletics tests or fall over, becoming disorientated and struggling to stand. Any objects and structures in the area take 5D6 points of damage.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+15	22	1-3	Right Leg	6/8
CON	2D6+11	18	4-6	Left Leg	6/8
SIZ	2D6+13	20	7-9	Abdomen	6/9
INT	2D6+3	10	10-12	Chest	6/10
POW	3D6+5	16	13-15	Right Arm	6/7
DEX	3D6+6	17	16-18	Left Arm	6/7
CHA	3D6+3	14	19-20	Head	6/8

Combat Actions	3	Armour: Celestial cloth. No Armour Penalty.
Damage Modifier	+1D8	
Magic Points	16	Traits: Anarchon Traits.
Movement	8m	
Strike Rank	+17	Common Skills: Brawn 90%, Evade 84%
		Insight 50%, Lore (Celestial Beings) 83%

Common Skills: Brawn 90%, Evade 84%, Insight 50%, Lore (Celestial Beings) 83%, Perception 80%, Persistence 92%, Resilience 96%, Unarmed 87%

Advanced Skills: Language (All) 89%, Lore (Celestial Magic) 86%, Pact (Celestial Powers) 84%

Magic: Berserk, Channel Strength, Crash of Thunder, Disarm, Fear, True (Great Hammer)

#### Combat Styles

Quake Hammer (Great Hammer) 124%

Туре	Range	Size	Reach	Damage	AP/HP
Great Hammer		Н	L	1D10+3+1D8 Stun Location, Sunder	4/10



#### Herald Anarchon

In a flash of light, a figure of unearthly beauty and grace appears. It resembles a human woman of great size, clad in a flowing gown of white radiance and bearing a quarterstaff of carved jade and pale silver. Only when she turns her face to you is her unearthly nature revealed. She has no facial features - no features at all.

Even the courts of Chaos have some use for diplomacy and the trappings of an ordered throne. Herald anachra fill this niche by providing the services of a messenger, spy, infiltrator and information broker to any and all that require her. Known to be mercurial in her loyalties but never willing to betray an employer while she fulfils a given contract, a herald archon is a boon to any power able to secure her services and a thorn in the side of those she is sent against.

Few herald anachra are seen for more than a few moments in their natural, faceless forms. They can generate the illusion of any appearance they wish, and alter their size and shape considerably through the use of their innate magical powers. Unfortunately for the heralds of chaos, their adherence to a strict code of conditional loyalty has brought with it one taint of Law; they can never actually possess a true face. They can conceal themselves with illusions and see using mystical blind vision, but will never know for themselves the joy of smelling a rose or seeing a rainbow after a storm.

Unless circumstances dictate otherwise, herald anachra refuse to engage in any form of combat. When they must fight, they wield a large quarterstaff which has a stunning effect. This loses all magical properties upon the creature's death.

#### Combat Notes

Herald anachra avoid killing at all costs, so much so that many powers believe them incapable of taking sentient life. This is untrue, but the act of doing so is abhorrent to them and they would rather risk grave punishment or even their own deaths. When they cannot avoid battle, they seek to end hostilities before they start with calm emotions. When this does not work, they employ their quarterstaffs to great effect. Herald anachra always retreat from a battle after stunning their foes and never attack when they are down. Not even direct orders can make them attack a helpless foe.

**Shout:** Once per day, a herald anachra can roar in a deafening manner. All enemies within 50 metres of her must make a Difficult Resilience test or be deafened for POW/4 (round down) rounds; all enemies within the area must also make a Hard Persistence test or panic and flee the herald anachra's presence for POW/4 (round down) rounds.

**Sunstaff:** Herald anachra carry a special staff that only functions in the way described while in their hands. A blow from the staff forces the being struck to make an immediate Difficult Resilience test or be stunned for a round. These stun effects are not cumulative; a creature can only be *stunned* once at a time. If the anarchon is slain, the staff returns to being a normal stave with no magical powers.

**Immunity to Aural and Visual Attacks:** The herald anachra are faceless and featureless, they cannot suffer the effects of any natural or magical based attacks which are designed to blind or disorientate. Any effect they must hear or see fails on them immediately. This does not include any kind of vibration effect, or sonic-based damage – these work as normal.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+11	18	1-3	Right Leg	37
CON	2D6+9	16	4-6	Left Leg	3/7
SIZ	2D6+10	17	7-9	Abdomen	3/8
INT	2D6+5	12	10-12	Chest	3/9
POW	2D6+11	18	13-15	Right Arm	3/6
DEX	2D6+14	21	16-18	Left Arm	3/6
CHA	2D6+13	20	19-20	Head	3/7

Combat Actions	3	Armour: Celestial cloth. No Armour Penalty.
Damage Modifier	+1D4	
Magic Points	18	Traits: Anarchon Traits
Movement	8m	
Strike Rank	+17	Common Skills: Brawn 70%, Evade 92%, Insight 88%, Lore (Celestial Beings) 89%, Perception 80%, Persistence 87%, Resilience 80%, Unarmed 87%  Advanced Skills: Language (All) 95%, Lore

90%

Magic: Blessing, Channel Strength,
Consecrate, Cure Disease/Poison, Exorcism,
Heal Body, Heal Mind, Heal Wound, Illusion

(Celestial Magic) 90%, Pact (Celestial Powers)

#### Combat Styles

Herald's Defence (Quarterstaff) 115%

Туре	Range	Size	Reach	Damage	AP/HP
Jade Quarterstaff		M	L	1D8+1D4Stun Location	6/10



#### Storm Anachron

It is a gigantic man, over four metres tall, formed of solid storm cloud. He is not misty or indistinct; it is as if a storm were shaped into the body of a perfect man and then encased in unbreakable glass. Clouds and bolts of lightning roil and flash throughout his form, but he gives the impression of nothing less than absolute solidity and resolute strength. From time to time, his body is wrapped in crackling streams of electrical force.

Storm anarchons are the personification of righteous fury. They despise evil, especially that which is shaped by tyranny and discipline. Unlike the playful cat anarchons or the boisterous hammer anarchons, the storm anarchons allow nothing to distract themselves from their mission. As befits their chaotic nature, they often act on impulse, launching sudden strikes on evil demons and devil creatures on other planes or tyrants and warlords in the Mortal Verse. They are ever-restless, knowing there is no end to the enemy they exist to destroy.

Impatience is one of their defining traits, and is a reason they do less good, overall, than their power might otherwise indicate. They rush to battle without preparation, often without fully sizing up the scale of the threat. When summoned, they will usually attempt to incite imminent action, even if simply called upon for advice or to lend support to a carefully planned operation.

#### Combat Notes

Just because the storm anarchon is eager to go to action does not mean they are poor fighters once battle is joined. They use their wide range of abilities to lay waste to foes from a distance, and rely on their electrical aura and lightning blades to dispatch melee opponents. When working to protect the weak, they will lay down a cover of fog and then hold the line while their charges escape. They are aggressive but not suicidally stupid, and are capable of falling back when badly outmatched, though they are prone to misjudging just how badly off they really are.

They normally wield their lightning sword in combat. This is a huge two-handed great sword which crackles with bright bolts of power. The sword functions as a normal great sword if the anarchon is slain. Otherwise it has the following benefits; it confers a +10% combat skill bonus against evil creatures, and adds +1D6 lightning damage to the anarchon's attacks.

**Lightning Aura:** Three times in a day, a storm anarchon can surround himself with a crackling field of electrical energy. Any opponent striking the anarchon must make a Difficult Resilience test or take 4D6 points of damage to the weapon arm. If the test succeeds, the damage is halved. The storm anarchon can maintain this field for ten combat rounds at a time.

**Lightning Blast:** Once per day, a storm anarchon can unleash a 25 metre radius of pure electrical energy. All creatures in this zone are struck by tendrils of lightning and must make an immediate Routine Evade test. Failure results in 2D6 lightning damage per location and success limits this to 1D6. Metal armoured enemies take an additional 1D4 points of damage as tendrils of magical lightning seek them out.

**Storm Fury:** The storm anarchon, when confronted with a truly evil being or enemy, enters a violent and chaotic rage until that creature is slain or driven off. He gains a bonus of +10% to his weapon skill attacks, but loses 20% from Evade tests due to the reckless abandon of his combat. The storm anarchon will only attack the target of this fury and no other. It cannot be triggered at will and only the sight of the truly evil being will bring this rage upon him. The storm anarchon's fury can only be triggered three times a day.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+15	26	1-3	Right Leg	4/8
CON	2D6+9	16	4-6	Left Leg	4/8
SIZ	2D6+14	21	7-9	Abdomen	4/9
INT	2D6+9	16	10-12	Chest	4/10
POW	2D6+11	18	13-15	Right Arm	4/7
DEX	2D6+11	18	16-18	Left Arm	4/7
CHA	2D6+7	14	19-20	Head	4/8

Combat Actions	3	Armour: Static Armour (chain equivalent). No
Damage Modifier	+1D10	Armour Penalty.
Magic Points	18	Traits: Anarchon Traits
Movement	8m	
Strike Rank	+17	Common Skills: Brawn 90%, Evade 95%, Insight 80%, Lore (Celestial Beings) 89%,

Insight 80%, Lore (Celestial Beings) 89%, Perception 90%, Persistence 93%, Resilience 90%, Unarmed 82%

Advanced Skills: Language (All) 90%, Lore

Advanced Skills: Language (All) 90%, Lore (Celestial Magic) 89%, Pact (Celestial Powers) 92%

Magic: Crash of Thunder, Dismiss Magic, Ebb and Flow, Elemental Summoning (Lightning), Fog, Heal Body, Heal Mind, Heal Wound, Lightning Strike, Mindblast, Rain

#### Combat Styles

Storm Warning (Great Sword) 115%

Туре	Range	Size	Reach	Damage	AP/HP
Lightning Sword		Н	L	2D8+1D10+1D6 Bleed, Impale, Sunder	8/15



#### Barrow Troll

This creature has dark-blue skin, covered with patches of what look like fungus or dead flesh. Wispy strands of white hair sprout from its head and pale yellow eyes peer hungrily at you.

Barrow trolls are a bigger and somewhat nastier strain of troll. They dwell in icy caves and glacial rifts, but prefer to live in tombs. They are carrion eaters; when a barrow troll kills, it does not eat its victim immediately. Instead, it buries the carcass in a cave or cairn, or freezes it in ice. A body can rot for decades before the barrow troll returns to feed. This taste for carrion gives the trolls their connection to the undead; while they are not undead themselves, they are certainty kin to ghouls and other creatures of that ilk. Their ropy bodies exude an eerie soul-sapping aura. Barrow trolls are often encountered in the company of undead and the dead hold no fear for them.

They are cannier and more patient than other trolls, preferring to stalk their opponents instead of charging into a fight. They share the same vulnerability to sunlight as their other trollish cousins, so they prefer to hunt and at night. Any barrow troll caught in direct sunlight will suffer 1D3 points of damage to all Hit Locations every hour of exposure. This damage takes the form of petrifaction and the injured location becomes stone.

#### Combat Notes

Barrow trolls rely on stealth to hunt and stalk their prey. They will also often make their lairs near undead so they can use them as cannon fodder or distractions as they move from shadow to shadow. They are damaged normally by fire, like their trollish counterparts.

**Devour:** During a battle the troll can devour a corpse part or chunk of flesh to regenerate a location. The affected location heals 1D6 Hit Points. The troll can do this for POW/4 (rounded up) times per day.

Rend: If both claw attacks manage to hit, the troll can add +1D8 points of damage to both attacks.

**Aura of Undeath:** There is a strange aura of negative energy which whirls around Barrow Trolls. For 10 metres all spells around the barrow troll which relies on curative or divine properties, simply fail unless the caster manages to succeed in a Difficult Persistence test. Those who stand too close to the barrow troll (melee will count) run the risk of being drained by the dark energies which radiate from the body. They must make a Hard Resilience test or take 1D3 Hit Points of damage to all locations, per round.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+13	27	1-3	Right Leg	3/11
CON	4D6+11	25	4-6	Left Leg	3/11
SIZ	4D6+12	26	7-9	Abdomen	3/12
INT	3D6-1	10	10-12	Chest	3/13
POW	3D6-2	6	13-15	Right Arm	3/10
DEX	2D6-1	11	16-18	Left Arm	3/10
CHA	1D6	3	19-20	Head	3/11

Combat Actions	2	Armour: Tough hide. No Armour Penalty.
Damage Modifier	+1D12	
Magic Points	6	Traits: Night Sight
Movement	8m	
Strike Rank	+11	Common Skills: Athletics 70%, Brawn 88%,
		Evade 37%, Perception 45%, Persistence 24%,
		Resilience 115%, Stealth 63%, Unarmed 72%
		Advanced Skills: Track 79%

Combat Styles Barrow Death (Claws, Unarmed) 98%

Type	Range	Size	Reach	Damage	AP/HP
Claws		M	M	1D6+1D12	As for Arm



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#### Black Shuck

This is a big black dog, as dark as midnight. Its eyes gleam with an unnatural green light.

Black shucks are normally dismissed as folklore or peasant tales, but these eerie creatures have been encountered by adventurers in the oddest of places. Physically, they appear to be ordinary dogs such as pitbulls or wolfhounds, but their eyes glow slightly green in the darkness. Black shucks are associated with treasure troves, haunted sights, dungeons and ruins and druidic groves, leading some to believe that they are wardens of such dangerous places. They have been known to hunt down and kill travellers, but locals tend to think ill of anyone killed by a black shuck. The general sentiment is that the fearsome hounds are beneficent in some way and anyone killed by one probably had it coming.

Attempts to capture black shucks are fruitless, thanks to their ability to pass through shadows. They may sometimes accompany a rural adventurer for a time, but are not true companions and only work towards their own cryptic ends. There are many other stories and tales that surround these enigmatic beasts and a few tell of hounds leading children to safety, or particularly wicked children to their doom.

#### Combat Notes

A black shuck prefers to fight single opponents one at a time, using its Pass Through Shadows ability to move between them. If it is given half a chance it will kill one opponent before moving onto the next. Overwhelming numbers may force a black shuck to flee; in this case it will enter the shadows and vanish from sight.

**Pass Through Shadows:** The black shuck can meld into one shadow and enter it to appear from another shadow elsewhere. The beast must have line of sight from entry to destination, otherwise it can only enter the shadow to escape from battle. It can only perform this shadowy walk POW/4 (rounded up) times per day.

**Dark Breath:** The black shuck can emit a black vaporous mist once per combat round, obscuring the sight of creatures caught in the 10 metre cloud. They suffer the effects of blindness for the creature's POW/4 (rounded up) combat rounds.

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

Combat Actions	2	Armour: None
Damage Modifier	+1D4	
Magic Points	13	Traits: Night Sight
Movement	11m	
Strike Rank	+10	Common Skills: Athletics 77%, Evade 54%,
		Perception 50%, Persistence 46%, Resilience
		65%, Stealth 57%
		Advanced Skills: Survival 75%, Track 70%

# Combat Styles Jaws of Shadow (Bite) 70%

Type	Range	Size	Reach	Damage	AP/HP
Bite		M	Τ	1D8+1D4 Bleed, Trip	As for Head



## Bladeleaf

This small humanoid, barely a metre high, has bark-brown skin covering muscles which are stretched long and thin. Despite his small size, he seems elongated, as if a being half his height was pulled out like taffy. His hair resembles pine needles turned dry and yellow in the summer's heat, and he has wings like large maple leaves, similarly dry and fragile in appearance. A curved and twisted smile contorts his features as a breeze comes from nowhere and begins to suck up forest debris.

Bladeleafs are cruel, sadistic fey that nonetheless see themselves as guardians of the forest, and they often work with other dark-hearted forest beings towards that goal. They are found mostly in healthy woods, rich in plant life, though their own forms bespeak the desiccation of high autumn.

They oppose all intrusion into protected areas of the forest, though they feel obliged to post fair warning; usually the skull of some tiny creature dangling from a thin vine, hardly noticeable without a Hard Perception test (or Difficult if the existence of such warnings is known). Once someone passes by this warning, whether they saw it or not, the bladeleaf considers them fair game.

Bladeleafs are cruel by nature. They are not necessarily murderous, but take great delight in causing pain to other beings and to each other. Many have noted that the fey are, in general, somewhat childlike; the bladeleafs seem to embody the casual and callous cruelty of children. Their social order is based on unspoken allegiances and unacknowledged power structures, with those in charge being only tacitly acknowledged. Brutal and years-long power struggles can occur in so subtle a fashion that an outsider, if one could ever observe the creatures for any length of time, would never know they were happening.

### Combat Notes

Bladeleafs fight first to drive away, second to cause pain, and only third to kill. They will not hesitate to slay if it suits their mood, but will not pursue a fleeing foe merely to kill him. They refrain from melee combat, instead using their magical abilities and bows to harry foes.

**Storm of Leaves:** A bladeleaf can conjure a dealing storm of enchanted leaves, sharp as knives and just as dangerous. They can summon this storm 3 times a day and it lasts for POW/4 (round up) rounds. It can move up to 6 metres per round. Using a Combat Action, the bladeleaf can direct the storm to attack a foe and only a successful Evade test will avoid damage from this whirling storm of sharp leafy death. Failure results in 2D6 damage per location and a 50% chance of Bleeding. The leaf storm is vulnerable to fire and can be disrupted by 10 points of fire damage. Should the bladeleaf be attacked while the storm is in progress, he must make an immediate Persistence test or lose the spell as it dissipates into a harmless pile of leaves.

**Camouflage:** Once per day a bladeleaf can stand completely still and blend into the background for POW/4 (rounded up) combat rounds, or minutes if not in combat. Only a successful Very Hard Perception test will allow the creature to be spotted.

**Toxin:** Bladeleaf arrows are coated in venom, this venom is similar to Blade Venom on page 81 of the *Legend Core Rulebook*.

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

Combat Actions 3 Armour: None

Damage Modifier -1D4

Magic Points 13 Traits: None

Movement 6m (10m

flying)
+15 Common Skills

Common Skills: Athletics 47%, Evade 59%, Perception 59%, Persistence 46%, Resilience 46%, Stealth 79%

Advanced Skills: Survival 47%, Track 52%

## Combat Styles

Needling Archery (Short Bow) 56%

Type	Range	Size	Reach	Damage	AP/HP
Short Bow	80m	L	-	1D6-1D4 + Poison, Impale	4/4



## Bonecracker Ogre

This ogre wears armour made of cracked bone fragments. Gobbets of flesh and marrow hang from its snaggle-toothed jaws and its arms are corded with muscles like banded steel.

The fearsome bonecrackers are a bizarre sect of ogres who feed primarily on the marrow of human bones. They crack the bones open with their cruel jaws and vice-like hands, lick out the gory insides, then hang the bones on their shirts as a form of crude splint mail. They are addicted to the marrow they love, and fall victim to madness if denied it for more than a few days.

Bonecracker ogres are commonly found acting as mercenaries or battlefield scavengers. Others break into tombs and devour the bodies of the recently dead. Their insatiable hunger drives them into acts that seem foolhardy; bonecrackers have been known to creep into well-defended human towns to eat the bones of children. They are sometimes found working with other ogre tribes, but their allies know the marrow-lust of the bonecrackers and are careful to keep them well fed and at a distance.

### Combat Notes

Bonecrackers prefer to pulverise their foes with their clubs, before ripping the bodies open and slurping the contents of the bones. They have an excellent understanding of anatomy, thanks to spending long hours with dismembered corpses, and use their clubs and claws to smash bones and tear at muscles.

**Bonecrushing Hug:** Against a target smaller than itself, the bonecracker may attempt to grapple, as described on page 138 of the *Legend Core Rulebook*. Once a foe is caught in a grapple, the ogre makes an opposed Brawn or Unarmed test and, if successful, inflicts terrible damage on their enemy. Each location takes 2D6 damage, limbs are popped out of joint and the pain is so intense it can cause weaker opponents to pass out as well as reducing their DEX by half and inflicting Stun Location upon them. Healing, such as a Healing test, can remove this effect and restore an opponent's DEX to normal.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+11	25	1-3	Right Leg	4/8
CON	4D6+2	16	4-6	Left Leg	4/7
SIZ	4D6+6	20	7-9	Abdomen	4/7
INT	3D6-5	6	10-12	Chest	4/10
POW	3D6-2	9	13-15	Right Arm	4/9
DEX	3D6-3	8	16-18	Left Arm	4/8
CHA	3D6-3	8	19-20	Head	4/8

Combat Actions	2	Armour: Bone armour6 Armour Penalty.
Damage Modifier	+1D8	
Magic Points	8	Traits: Night Sight
Movement	8m	
Strike Rank	+7 (+1 when armoured)	Common Skills: Athletics 58%, Brawn 85%, Evade 35%, Perception 45%, Persistence 23%, Resilience 87%, Stealth 37%

Combat Styles Crack Crack (Great Club, Bite, Claw, Unarmed) 78%

Type	Range	Size	Reach	Damage	AP/HP
Fists		M	M	1D6+1D8	As for Arm
Giant Club		L	L	1D10+1D8 Stun Location	6/10



## Candleman

This creature looks like a horrific combination of candle and a human figure. A fiery wick protrudes from the top of its head, and its waxy features contort into a mask of pain as it notices you. Flesh or tallow drips from its twisted outstretched fingers.

Candlemen are one of the more alarming denizens of a chaotic realm, a place that is everchanging and has a million names that cannot be written in any hand nor spoken by any tongue. Physically, they are like fat candles shaped into the likeness of a man, with burning wicks growing from the top of their heads. This flame is actually the candleman's life energy and when it burns out, the entity is destroyed.

The waxy flesh of candlemen is highly malleable, allowing the creatures to alter their features by pushing and pulling at themselves. They can also use this offensively; the touch of a candleman transmutes flesh and bone into flowing wax, causing the most grotesque, cancerous wounds imaginable. Those killed by a candleman melt into puddles of entrails and bone fragments.

Candlemen enjoy such deaths and actively seek out portals to mortal worlds. They despise the fundamental structure of life, the ordered binding of bone to sinew to muscle to skin. If the candlemen had their way, all the cities of the world would burn and all peoples melt. Until that day, they work as assassins, guards, spies and murderers, waiting for the flame of life to finally gutter out, drowned in a pool of wax.

### Combat Notes

Candlemen can attack by merely touching a foe and using their melt abilities. If they expect to encounter an enemy, they transform their faces to that of a trusted friend so they can get close to their target; otherwise, they rely on stealth and agility to approach a foe unseen. When forced to, they can hurl gouts of flame by flicking their wicks at enemies.

**Melting Touch:** A creature struck by a candleman's attack which deals damage must make a Difficult Resilience test or begin to melt. A melting creature takes 1D6 points of damage per round, per location as their flesh begins to liquefy. They also begin to lose CHA at the rate of 1D3 points per round. Each round a melting creature can make a further Difficult Resilience test to stave off the effects – only magical healing can restore a creature so afflicted.

**Flameflick:** Using a Combat Action the candleman can hurl a gobbet of flaming wax at an enemy. This flame-ball does 2D6 points of fire damage to a targeted location. The grenade-like effect of the attack hits a five metre radius and any creature caught in the effect must make a successful Evade test or take 1D6 splash damage from the attack.

**Waxy Body:** Candlemen are immune to all fire damage attacks. Their waxy form allows them to shapeshift into any humanoid creature matching their size, and they often use their malleable features to disguise themselves as a friend so they can launch a surprise attack.

**Quenchable:** The candleman's wick atop its head contains the flickering fire of its life energy. It is susceptible to being put out, using water, cold damage or even high winds. Should the candleman take damage from any of these sources, they ignore the damage effect but must make an immediate Hard Resilience test or have the flame go out. Once the flame is out, they cannot use Flameflick. The candleman also loses 1D6 points of CHA per round until it gutters out at CHA 0. The creature will then melt into a solid pool of wax and is gone. The candleman can relight the wick if it takes fire damage or applies a flame to its wick.

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

Combat Actions	2	Armour: None
Damage Modifier	+0	
Magic Points	13	Traits: None
Movement	8m	
Strike Rank	+12	Common Skills: Athletics 93%, Brawn 52%, Evade 64%, Perception 95%, Persistence 66%, Resilience 91%, Stealth 98% Advanced Skills: Disguise 67%

Combat Styles Burning Man (Flameflick, Fists) 68%

Type	Range	Size	Reach	Damage	AP/HP
Fists		M	M	1D3 Special (see above)	As for Arm



## Citywarden

The creature that erupts out of the cobblestones seems to be made of an amalgam of parts of the city. Its body is built of bricks and stone blocks; it peers at you through streetlamp eyes and growls through its portcullis mouth.

Citywardens are the incarnate spirits of a town or metropolis, spontaneously generated to defend a city against invaders and disasters. They are exceedingly rare; it takes centuries of constant habitation and reverence to awaken the spirit of a city and even then a magical triggering event of some sort is needed to induce the city into animating a portion of itself as a construct. A divine blessing from a god will normally do the trick, as would an inter-planar invasion or a gang of high-powered adventurers running riot on the city streets.

The warden is not a construct in the normal sense of the term; it is technically a bodiless spirit that creates a shell for itself from the material of the city. When the citywarden lets its body go, the spirit sinks back down into the ground and the body flies apart, the bricks and stones it borrowed returning to their customary places. Most citywardens obey the commands of the town watch or ruling council, but others have formed their own instinctive opinions about who is the true authority in the town. There are tales of wardens loyally serving some beggar-child or thief-king, believing them to be the rightful lords of the city.

### Combat Notes

A fight with a citywarden always begins the same way – the warden bursts up from below and starts smashing enemies with its mighty fists. A warden cannot go beyond the sight of the city, but can leave the city precincts to chase enemies away.

**Burst:** Once per POW/4 rounds (rounded up), the citywarden can burst upwards with its Transport Through Streets ability. This is an area effect attack which can be avoided by a successful Difficult Evade test. Failure results in 2D6 damage to three random locations, in an 8 metre radius from the point of arrival. The sheer force also knocks creatures who fail their test off their feet.

**Transport Through Streets:** A citywarden can teleport almost instantaneously to any point in the city. It can use this ability at will, but may not leave the limits of the city. It may appear underground, but cannot appear above street level. Activating this ability requires a Combat Action and it takes a round for the citywarden to move from point A to B.

**Magic Nullification:** Within four metres of the citywarden all magic simply fails, as the creature is surrounded by a very powerful anti-magic field.

**Heal Thyself:** Unlike other constructs, a city warden heals naturally, albeit slowly. It heals one hit point per location every week, so long as it stays buried and immobile within the city.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+19	30	1-3	Right Leg	7/10
CON	3D6+11	22	4-6	Left Leg	7/9
SIZ	3D6+15	26	7-9	Abdomen	7/9
INT	3D6+7	18	10-12	Chest	7/12
POW	3D6+1	12	13-15	Right Arm	7/11
DEX	3D6+4	15	16-18	Left Arm	7/10
CHA	3D6+1	12	19-20	Head	7/10

Combat Actions	3	Armour: Supernaturally tough stone. No
Damage Modifier	+1D12	Armour Penalty.
Magic Points	12	Traits: None
Movement	8m	
Strike Rank	+17	Common Skills: Athletics 50%, Brawn 90%, Evade 70%, Perception 87%, Persistence 54%, Resilience 60%

# Combat Styles City Smash (Fists) %135

Type	Range	Size	Reach	Damage	AP/HP
Giant Fists		L	L	1D10+1D12	As for Arm



## Dissolute

It shambles like a zombie which is nearing the end of its unnatural existence, with rotted flesh barely clinging to cracked and discoloured bones. Then, with a sickening lurch, it collapses into a grotesque, foul smelling mire of rotted meat and organs, flecked with fragments of skeleton... but that mire continues to edge forward.

The dissolute is the remains of a humanoid slain by an ooze while the humanoid was suffering from a tainted effect, such as ability drain or a spell that saps energy.

Dissolutes wander the dark under-realms where they were slain; if created above ground, instinct will drive them below. Their ability to seep and flow through narrow passages makes them ideally suited for a cave dwelling lifestyle, and they have no trouble finding victims among the many underground creatures.

### Combat Notes

A dissolute will usually trail a potential victim for some time, following in its ooze form, until it senses the proper time to strike. Then it will re-corporate into humanoid form and close to melee range, having little fear of normal weapons. If forced to confront a number of individuals, it will begin with its cadaverous explosion ability, and then destroy whoever is left in hand-to-hand combat.

**Acid Touch:** When the dissolute hits with a melee attack it causes 1D2 points of Weak Acid damage to the target.

**Cadaverous Explosion**: The dissolute has a particularly nasty attack it can perform once per day; it builds up to a sudden and sickly explosion which sends gobbets of flesh, bone and gristle into a 20 metre radius. All creatures in that area of effect must make a Difficult Evade test or be struck by 3D6 points of damage to three random locations. Furthermore they take 1D4 Strong Acid damage per round until it is treated. Acid damage rules are on page 76 of the *Legend Core Rulebook*.

**Viscous Form:** At will, a dissolute can collapse into a revolting mire of putrefied flesh and shattered bone. In this form, it has the mobility of an ooze, able to flow through narrow passages up to four inches wide or pull itself slowly up walls (climb speed six metres, but cannot attack.

**Weapon Dissolution:** When a dissolute is struck by a melee weapon, magical or not, the weapon takes 1D4 points of Strong Acid damage. The damage is done to the AP of the weapon first; until it reaches 0 then any further damage is applied to the HP.

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

Combat Actions 2 Armour: None

Damage Modifier +1D2

Magic Points 11 Traits: None

Movement 8m (6m when climbing)

Strike Rank +10 Common Skills: Athletics 48%, Brawn 57%,

Evade 48%, Perception 42%, Persistence 35%, Resilience 40%, Stealth 60%

# Combat Styles Acid Fists (Fists) 65%

Type	Range	Size	Reach	Damage	AP/HP
Fists		M	M	1D3+1D2 Acid	As for Arm



## Dungeon Stalker

This creature is wrapped in tendrils of shadow, so it is hard to make out its features. Its limbs are long and sinuous; its head appears eyeless but crenulated with sensory organs. Long claws grip and scratch the stone as it moves.

According to their legends, whispered in their curious language of scratches and sounds like dripping water, the dungeon stalkers were once adventurers from the bright kingdom of the surface. They went on a great quest into the underworld, to retrieve some wonder that was then vitally needed, but today is forgotten dust. For years, they wandered the lightless caves and labyrinths that wound through the bowels of the earth like the path of some ancient worm. When their torches ran out, they turned to spells. When their food ran out, they turned to spells. When their fires ran out, they turned to each other for warmth.

Seven years after they left the surface, the first child was born to them, a child whose blood and bone were built from magic. It had no eyes, but looked at them from the shadows. It was the first dungeon stalker.

It kept its parents alive just long enough so they could sire and bear it a mate.

The numbers of the stalkers grew and grew over the centuries as they slowly, blindly made their way back towards the surface. Now, they are very close to the bright kingdom but are unwilling to step into the burning light. They lurk in the tombs and mazes just under the earth, feeding on flesh and fear, living for the hunt and the kill. Sometimes, they whisper to each other of the sacrifices their ancestors made for the surface kingdom and how every kill the stalkers make is just a fraction of the blood price owed as their inheritance.

### Combat Notes

Dungeon stalkers are cunning adversaries. They choose their battlegrounds very carefully, waiting until their targets are resting or engaged in combat with another monster before attacking. They also know when to retreat; a stalker will not attack a party in the morning, when they are fully healed and alert, but will instead hold back and wait until their strength has been sapped, and their bodies are tired from a day's exploration.

**Confusion:** Anyone damaged by a stalker's claw attack must make Persistence test or suffer the effects of confusion on page 79 of the *Legend Core Rulebook*. This effect lasts for POW/4 (rounded up) rounds before it wears off. Stalkers will try and scatter a group to confuse them all.

**Darkness Mastery:** A stalker is not affected by spells which cause darkness, and it can use darkness and shadows like a cloak. In darkness or shadows the stalker's Stealth skill gains a +10% bonus.

**Corridor Skitter**: When moving, a stalker may make an Athletics test. If successful, the stalker may move along the roof or walls of a room as if they were a flat surface. If the surface is tricky, such as ice or slime, then the test becomes a Difficult one. The stalker can double their movement rate if there are no obstructions when skittering.

**Dungeon Sense:** A stalker can automatically detect any movement within 35 metres. It also knows the most direct route between it and the movement; it essentially has a perfect and constantly updated mental map of its surroundings in the dungeon.

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

Combat Actions	3	Armour: Very tough bone natural armour.
Damage Modifier	+0	No Armour Penalty.
Magic Points	12	Traits: Dungeon sense
Movement	8m	
Strike Rank	+17	Common Skills: Athletics 70%, Brawn 40%, Evade 76%, Perception 48%, Persistence 54%, Resilience 40%, Stealth 89%

Advanced Skills: Survival 62%, Track 69%

# Combat Styles Stalker Claws (Claw) 75%

Type	Range	Size	Reach	Damage	AP/HP
Claw		M	M	1D6 Bleed	As for Arm



## Emergents

The common elementals encountered on the various planes are essentially crude creatures, being nothing more than a lump of elemental matter fused with an animating spirit. Not all elemental life is quite so simple – just as oozes and slimes give way to higher forms such as elves or humans, so too do primitive elemental forms lead to the rise of the higher elemental entities called emergents. They are normally found only in the purest regions of their native plane, but have the intelligence and ambition to travel. The emergents are scions of their race, the champions and leaders of the elementals. Most are concerned with the rule of their kingdoms, wars against genies, or punishing wizards from the material plane who summon too much and too freely, but others have their own agendas. They tend to appear in humanoid guise and can surround themselves with their chosen element.

## Emergent of Air

This creature looks like a tight whirlwind of fast-spinning air, surmounted by the upper body of a translucent, slim humanoid.

Air emergents are proud and often cruel beings; they think exceedingly quickly and are much too impatient to deal with the slow clods of muck that are other beings. An air emergent will only deign to speak to lesser creatures when it suits the emergent's purpose and then only for a brief time. They spend most of their days riding vast hurricanes. Few material creatures can penetrate the fierce winds into the heart of the storm, so to the emergents these hurricanes are like exclusive courts where they will be untroubled by lesser beings.

### Combat Notes

Air emergents can hurl fistfuls of compressed air that explode violently when they hit a foe. They can also control the air around them, but only bother to use this ability against foes they respect. Lesser beings are just pummelled into oblivion.

**Air Burst:** This attack has a range of 35 metres, but can also be used in melee; it produces a massive gust of wind that can knock enemies over. If a foe fails a Difficult Evade test, they take 1D6 damage to three random locations and are knocked down.

**Tempest:** The air surrounding an air emergent is wild and storm-tossed. Other flying creatures have their flying speed halved within 18 metres of an air emergent, though air elementals are immune to this effect. The storm causes 2D6 damage to four random locations if a Hard Evade test is failed.

**Master of the Air:** An air emergent can command the air around it. It may cause the air to stop carrying a target's voice, as if the target was afflicted with a silencing effect or order it not to carry breath to his lungs, causing him to suffocate as if drowning as described on page 76 of the *Legend Core Rulebook*. The emergent may only issue one command at a time and may only have one command active at a time. The command takes no time at all to issue, but the emergent must make a Hard Persistence test if hurt to maintain it.

**Haste:** An air emergent may cast Haste as per the Sorcerer spell on page 200 of the *Legend Core Rulebook* for POW/4 times per day (rounded down), but only on itself and other air elementals. The spell is cast at a Magnitude of four.

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

Combat Actions	3	Armour: None.
Damage Modifier	+1D2	
Magic Points	13	Traits: None.
Movement	18m (Fly)	
Strike Rank	+17	Common Skills: Athletics 55%, Evade 100%, Perception 92%, Persistence 46%, Resilience 46%, Stealth %109

Combat Styles Dervish Wind (Air Fist) 100%

Type	Range	Size	Reach	Damage	AP/HP
Air Fist		M	T	1D6+1D2	As for Arm
Air Fist Ranged	40m	M		1D6+1D2	As for Arm



## Emergent of Earth

This creature looks like a mobile statue. Its legs merge into the earth it walks on... or through.

Earth emergents are the most and the least approachable of their kind. They have some tolerance for lower creatures; while they see mortals as mongrel muck, they are at least mongrel muck with some interesting things to say. This attitude means earth emergents are seen as the black sheep of the emergent nobility and usually scorned by their peers. They are considered the least approachable because it is hard to walk up to an earth emergent, as the ground shakes and shudders around them.

### Combat Notes

Earth emergents are scrappy fighters, charging into the midst of a fight and sending their enemies flying. They smash their foes to pulp with their huge rocky fists. Most of their other defensive abilities are activated unconsciously; an earth emergent barely notices other foes falling or being stuck in the mud as he gleefully hammers his target.

**Shuddering Walk:** The ground quakes as an earth emergent walks. Anyone within 10 feet of a moving emergent must make a Hard Acrobatics test or fall over.

**Crushing Fist:** Any downed targets struck by an earth emergent are crushed between its stony fists and the ground and suffer an extra +1D6 damage.

**Master of the Earth:** An earth emergent can command the earth around it. It may cause the earth to move beneath a target's feet thus increasing the Difficulty of any Evade, Acrobatics or Athletics tests or order it to hold him; the target is subject to a Holdfast spell as per page 201 of the *Legend Core Rulebook*. Assume the creature has a Sorcery skill of 90% for calculating the SIZ of foes affected. The emergent may only issue one command at a time and may only have one command active at a time. The command takes no time at all to issue, but the emergent must make a Hard Persistence test if hurt to maintain it.

**Rocky Heart:** An earth emergent may cast Enhance (CON) POW/4 (rounded down) times per day, but only on itself and other earth elementals. The spell is cast as if the emergent had a Sorcery skill of 90% and is on page 198 of the *Legend Core Rulebook*.

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

Combat Actions	2	Armour: 5 points of supernatural rock. N	
Damage Modifier	+1D6	armour penalty.	
Magic Points	13	Traits: None.	
Movement	10m		
Strike Rank	+11	Common Skills: Athletics 34%, Brawn 60%, Evade 30%, Perception 92%, Persistence 46%, Resilience 100%	

Combat Styles Smash and Bash (Earthen Fists) 88%

Туре	Range	Size	Reach	Damage	AP/HP
Earthen Fists		M	M	1D6+1D6	As for Arm



## Emergent of Fire

This creature has a humanoid's upper body, but moves on a pillar of flame.

Fire emergents consider themselves the best of their kind and treat other emergents as servants or, at best, rustic cousins who really are not too bright or well bred. The fire courts are full of intrigue and gilded cruelty; every emergent constantly plots and conspires against its fellows, and outsiders like mortals or other emergents are considered little more than buffoons or pawns. Of all the emergents, the fires are by far the most likely to consort with others powers and turn toward evil ideals.

### Combat Notes

Fire emergents never attack directly; they always fight from behind a veritable wall of fire elemental servants and bodyguards. Their usual tactic is to begin by testing the defences of a foe with a flame pulse, as they know defensive spells can block most magical attacks. If the foe is not protected from this then they will use their minions to soften them up, before wading in themselves. If the fight turns sour they will retreat and attempt to block any pursuit using their command of fire.

**Flame Pulse:** This attack has a range of 35 metres, but can also be used in melee. The blast deals 1D8 points of fire damage to all locations.

**Scorching Presence:** An aura of magical heat surrounds a fire emergent. This aura deals 1D6 points of fire damage per location each round to anyone within five metres of the emergent and also decreases the damage dealt by any cold attacks to creatures within the aura by half.

**Master of the Fire:** A fire emergent can command the flames around it. It may cause the heat to become more intense within a target increasing the damage from any fire-based attack by 50%) or order it to depart from him, the target suffers the effects of Magnitude 4 Hinder spell on page 200 of the *Legend Core Rulebook*, assuming the emergent has a Sorcery skill of 90%. The emergent may only issue one command at a time and may only have one command active at a time. The command takes no time at all to issue, but the emergent must make a Hard Persistence test if hurt to maintain it.

**Storm of Fire:** A fire emergent may call down a rain of fire over a 10 metre radius. Every target in the radius that is affected by fire is subject to 2D6 fire damage per location for three rounds. The fire damage can be halved with a successful Difficult Evade test. The emergent can use this ability POW/4 (rounded down) times per day.

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

Combat Actions	3	Armour: None.
Damage Modifier	+1D4	
Magic Points	13	Traits: None.
Movement	15m	
Strike Rank	+15	Common Skills: Athletics 47%, Evade 92%,
		Perception 92%, Persistence 46%, Resilience
		62%

Combat Styles Flame Lord (Flame Pulse) 82%

Type	Range	Size	Reach	Damage	AP/HP
Flame Pulse		M	M	1D8+1D4	As for Arm
Pulse Ranged	35m	M		1D8+1D4	As for Arm



## Emergent of Water

This creature looks like a standing eight-foot-tall wave, with a humanoid shape inside it.

Water emergents are the quietest and most reserved of the emergents; they have the least interest in the courtly games and intrigues of their kind, although they maintain a great love for ritual and ceremony. They are the most pious and contemplative of their kind, and produce the vast majority of emergent priesthood. Like the other emergents, they have little traffic with mixed-element beings like creatures from the mortal world, but this is more due to the emergents' habit of making their homes in eternal whirlpools or in the depths of the watery planes and worlds than any distaste for humanoids.

### Combat Notes

Water emergents are careful combatants, preferring to retreat to a place of safety unless they can choose the time and place of an encounter. Understandably, they prefer to fight underwater if at all possible, using their control of water to flood areas if necessary and make the fight uneven for their opponents.

**Water Strike:** This blast of water has a range of 35 metres, but can also be used in melee as well. The sheer force of the blow knocks air out of the victim's lungs; creatures holding their breath must make a Difficult Resilience test or have the air knocked out of their lungs; this causes them to gasp for breath and forfeit their next combat turn.

**Condensation:** Water emergents are constantly surrounded by a water haze. They have a bonus of 10% to their Evade skill because of this.

**Master of Water:** A water emergent can command the liquids around it. It may cause the water not to support a target, he cannot swim or float and any movement in the water becomes 0 metres, or order it to crawl up and choke them if the target has any moisture, even rainwater, covering his face, he begins to drown; see the rules on page 76 of the *Legend Core Rulebook*. The emergent may only issue one command at a time and may only have one command active at a time. The command takes no time at all to issue, but the emergent must make a Hard Persistence test if hurt to maintain it.

**Control Water:** A water emergent may Animate Water, as per the Sorcery spell on page 195 of the *Legend Core Rulebook*. Consider the emergent's Sorcery skill to be 90%.



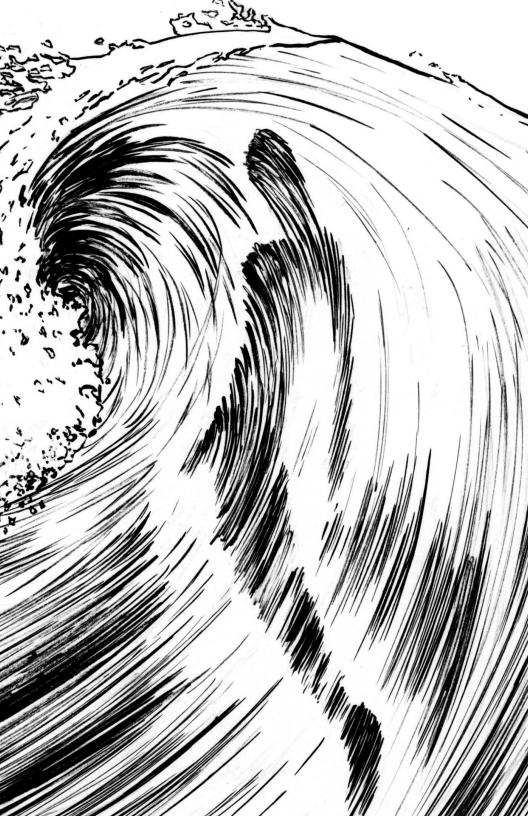
	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+9	16	1-3	Right Leg	-17
CON	2D6+9	16	4-6	Left Leg	-17
SIZ	2D6=9	16	7-9	Abdomen	-/8
INT	2D6+7	14	10-12	Chest	-/9
POW	2D6+6	13	13-15	Right Arm	-/6
DEX	2D6+9	16	16-18	Left Arm	-/6
CHA	2D6+7	14	19-20	Head	-/7

Combat Actions	3	Armour: None.
Damage Modifier	+1D4	
Magic Points	13	Traits: None.
Movement	15m (30m	
Strike Rank	Swim) +15	Common Skills: Athletics 47%, Evade 102%,

Perception 92%, Persistence 46%, Resilience 62%, Swim 90%

Combat Styles Water Margin (Water Strike) 85%

Type	Range	Size	Reach	Damage	AP/HP
Water Strike		M	M	1D8+1D4	As for Arm
Strike Ranged	35m	M		1D8+1D4	As for Arm



## Eyeless

A figure emerges out of the gloom, dressed in a hooded cloak. Something about its eyes seems... odd.

When a new monster is discovered by adventurers, sages and scholars crawl out of the woodwork to offer theories on where it came from; a denizen of other worlds, the product of sorcerous experimentation or magical catastrophe, or a hybrid of two existing species. When the eyeless were first encountered, though, no sage dared suggest an origin for the horror. Sometimes the world just throws up things best left ignored.

Eyeless are almost human; they look like thin, gaunt figures with fingers slightly too long for their hands. They are almost always hairless, although some do sprout a wiry, slightly slimy growth on their heads. Their most distinctive feature is what gives them their names; the eyeless have empty eye sockets, ringed with scorched flesh. It looks as though their eyes were burnt out with searing-hot pokers. In truth, the eyeless never had eyes they did not steal from other creatures.

Eyeless dwell in the alleys and the sewers, stalking humans. They are connoisseurs of sight and colour, hunting those with distinctive or beautiful eyes. When an eyeless finds a suitable donor, the whole eyeless gang collaborate to kidnap the victim, who is dragged to the lair of the eyeless and bound. The eyeless then cuts out the victim's eyes and places them in its own sockets. The victim must be kept alive for as long as possible, because as soon as the victim dies, the eyes begin to rot. Younger eyeless are therefore pressed into service to care for the kidnapped victims, treating them with skin-crawling gentleness to keep them fed and free from disease.

The eyeless are also encountered as guards and spies in the service of more powerful beings. Their payment is obvious.

### Combat Notes

Eyeless use their ghastly stare to blind opponents before attacking. Gangs of eyeless are skilled at co-ordinating their attacks; by surrounding their foes, they can ensure there is nowhere the enemies can safely look.

**Ghastly Stare:** Eyeless have a gaze attack with a range of 10 metres. Anyone caught in the gaze must make an immediate Difficult Persistence test or be drawn to the stare, then stunned and blinded for POW/4 (rounded down) rounds. Stunned and blinded foes cannot move, react or use magic at all.

**Steal Eyes:** An eyeless can remove the eyes of a living victim using its claws and place the eyes in its own socket. It gains any special vision based traits or talents of the individual. For example, if the eyes grant Dark Sight, then the eyeless gains that ability too.

**True Sight:** Eyeless have a mystical talent which allows them to see as if they were sighted. This ability allows them to see the truth which is hidden, invisible creatures and magical protections.

**Skills:** When an eyeless has a pair of human eyes installed, it gains a +10% bonus to its Disguise skill.

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

Combat Actions	2	Armour: Any armour the Eyeless can wear.
Damage Modifier	+1D2	
Magic Points	13	Traits: None.
Movement	8m	
Strike Rank	11	Common Skills: Athletics 40%, Evade 50%, Perception 60%, Persistence 65%, Resilience 55%, Stealth 50%, Unarmed 49% Advanced Skills: Disguise 50% (60% with human eyes), Track 53%

# Combat Styles Eye Gouger (Dagger) 77%

Туре	Range	Size	Reach	Damage	AP/HP
Dagger		S	S	1D4+1 +1D2	6/8
Claw		S	T	1D4 +1D2	As for Arm



## Fingerfetch

You see a pair of disembodied floating hands, glowing dimly as they move towards your throat.

Fingerfetches are a minor species of undead, said to be the spirits of dead thieves. They have a connection to the tombs and belongings of thieves, and are often encountered near such items. Each fingerfetch consists of a pair of almost invisible hands, with nothing in-between. They are instinctive creatures, curiously poking and prodding anything they encounter. They also instinctively claw at any living creatures they come across; the path of a fingerfetch can be traced with the corpses of strangled rats and birds.

The entities are too flighty to be easily controlled and too foolish to be of use as manual labour. Malicious necromancers sometimes scatter fingerfetches around their domains to strangle sleeping intruders.

### Combat Notes

Fingerfetches are relatively weak creatures, incapable of inflicting much damage to their enemies. They sometimes try to throttle living creatures to death, but lack the strength to do so quickly. Their standard tactic is to creep along and wait until their victims are sleeping or distracted before striking.

**Throttle:** When a fingerfetch hits with both claw attacks, it may attempt to put the opponent into a throat-lock. The opponent must make a Difficult Resilience test to pull the hands free, with failure resulting in the character suffering the effects of asphyxiation on *page 76* of the *Legend Core Rulebook*.

**Invisibility:** A fingerfetch is naturally invisible. The hands become visible when the creature attacks, but it becomes invisible again in any round during which it does not make an attack. The Games Master may allow a Hard Perception test to allow Player Characters to detect these little monsters.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+2	6	1-10	Right Hand	-/1
CON	3	3	11-20	Left Hand	-/1
SIZ	3	3			
INT	1D6+4	8			
POW	0	0			
DEX	3D6+7	18			

Combat Actions	3	Armour: None.
Damage Modifier	-1D6	
Magic Points	0	Traits: None.
Movement	15m (fly)	
Strike Rank	+13	Common Skills: Athletics 64%, Evade 61%, Perception 38%, Persistence 65%, Resilience 40%, Stealth 66%, Unarmed 70%

# Combat Styles The Thing (Hands) 70%

Type	Range	Size	Reach	Damage	AP/HP
Claw		M	M	1D6-1D6 (always does 1 point of damage)	As for Hand

# Flaygaunt

The figure before you seems to unfold. At first, it seems to be spreading wings, but you quickly realise this is just the flesh of its back stretching out and peeling away from its body. With a gleam of hunger and malice in its barren eyes, its arms distend and reach out for you hungrily.

The flaygaunt is a carrion eater that exists to consume the bodies of the dead of any species. They are not always discerning about their prey and think nothing of ensuring any creature they come across becomes a meal sooner rather than later. Their attacks leave stripped skeletons still filled with internal organs, as flaygaunts only consume the skin and muscles of their victims. They have no taste for other organic matter, leaving everything else behind in their never-ending search for new sources of food.

This behaviour often causes other creatures, usually other carrion eaters or undead, to lair near a flaygaunt, hoping to loot the spoils of their kills. Flaygaunts typically leave such beasts alone so long as they appear after a meal instead of before one. Flaygaunts are impossible to negotiate with and do not recognise bonds of friendship or alliance; this makes such symbiotic relationships unions of convenience only.

### Combat Notes

Flaygaunts adore combat, though they prefer to find their food already dead and rotting. Their touch causes skin and muscles to fly apart from the rest of their victim's bodies, causing death in a spectacularly gruesome manner, something they never tire of seeing. Flaygaunts are virtually powerless against opponents they cannot use their flensing powers against and will always flee rather than face them in combat. If they cannot flee, they will surrender if possible but will constantly seek escape whenever they can rather than remain in captivity.

Flesh Lash: A flaygaunt can extend its skin out to a distance of five metres away from its body, extending their reach. Usually flaygaunts prefer to fight unarmed since they cannot use their Flense ability when carrying a weapon. Due to their skin's flexible nature they gain a bonus of +20% on any test used to escape grapples or other hold/escape type moves.

**Flense:** If a flaygaunt manages to strike a foe with its unarmed attack, it can choose to flense that victim instead of slamming them with its fleshy fists. The victim must make a successful Hard Resilience test or suffer 1D6 points of cutting damage across three random locations, as well as being subject to the Bleed Combat Manoeuvre if the unarmed attack was a critical hit.

**Drain:** For POW/4 (round down) times per day the flaygaunt can attempt to suck the strength from the victim. This is resolved during an attack where the creature foregoes a flense attempt, and can exchange this for a drain – the victim must make an immediate Difficult Resilience test and if they fail, they lose 1D6 points of STR which can only be recovered magically. If the victim ever hits 0 STR then they are instantly killed as their body flies apart in an explosively messy manner, allowing the flaygaunt to consume all the tasty bits of flesh.

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

Combat Actions	3	Armour: None.
Damage Modifier	+1D4	
Magic Points	13	Traits: None.
Movement	8m	
Strike Rank	+14	Common Skills: Athletics 60%, Evade 71%, Perception 72%, Persistence 90%, Resilience 85%, Stealth 80%, Unarmed 80%

Combat Styles Flesh Weaver (Fists, Flesh Lash) 80%

Type	Range	Size	Reach	Damage	AP/HP
Fists		M	M	1D6+1D4	As for Arm
Flesh Lash	5m	M		1D6+1D4 Bleed	As for Arm



# Harpooner

The large grey lump on the ceiling is nothing more than a slightly-unusual rock formation... until it moves with surprising speed. Tendrils tipped with sharp bone fly outwards, smashing into the ground below. With unexpected grace, it scurries down the wall and rears up on the ground, a creature somewhat akin to a hornless, eyeless, rhinoceros of soft, slightly runny clay. Spikes protrude from its shoulders.

The harpooner is an odd dweller of caverns, a creature evolved to pluck prey from a distance. It is a feared predator in the upper reaches, though it avoids the far more deadly creatures that lurk below. Orcs, goblins and dwarves alike have learned to carefully scour the larger caverns for signs of its presence, such as slightly off-colour rocks or the stony nests the creatures make to nurture their young.

### Combat Notes

The harpooner will lurk silently on walls or ceiling until it senses prey. It will then launch its harpoon-like tendrils, and will haul the prey in to be devoured, counting on paralytic poison to render its victim helpless. It will usually scurry away once it has captured a meal, waiting until it is sure it is alone to devour in peace.

**Harpoon:** The harpooner gets its name from its two harpoon-like tendrils, one on each shoulder. When retracted, they look like forward-facing horns. As a ranged attack, it can fire one or both at any target within 15 metres.

**Paralysis:** If the harpooner succeeds with a harpoon attack, whether or not the victim is impaled, he will be injected with paralytic venom. Use Blade Venom on page 81 of the *Legend Core Rulebook*.

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

Combat Actions	3	Armour: Natural rock. No Armour Penalty.
Damage Modifier	+1D4	
Magic Points	13	Traits: Dark Sight, Night Sight, Poison.
Movement	12m	
Strike Rank	+7	Common Skills: Athletics 65%, Evade 70%,
		Perception 50%, Persistence 69%, Resilience
		90%, Stealth 70%, Unarmed 70%

Combat Styles Rock Harpoon (Harpoon, Bite, Claw) 90%

Type	Range	Size	Reach	Damage	AP/HP
Bite		L	T	1D8+1D4	As for Head
Claw		M	M	1D6+1D4	As for Arm
Harpoon	15m	M		1D6+1D4 Impale	As for Head

## Headless Screamer

This creature looks like a ragged zombie, all pale skin and torn garments. It screams and gibbers as it approaches and you can see a livid red scar across the necrotic skin of its neck.

Headless screamers arise from corpses of those who were buried beheaded, such as the victims of execution or those who died in a gruesome manner on the battlefield. As they are among the more intelligent and dangerous forms of lesser undead, many evil necromancers behead and desecrate the bodies of their foes before entombing them. The screamers are cruel and chaotic beings, preferring to torment and terrify their enemies instead of merely clawing them to death. Some screamers have been encountered riding skeletal horses or even demon mounts, although such horrors are rare.

The long claws of screamers are perfectly suited for digging into flesh and prising vertebrae apart, allowing them to quickly and efficiently separate the head from neck of fallen enemies.

### Combat Notes

Headless screamers can throw their heads with alarming accuracy. The heads they throw do not have to be their own – the body holds the screamer's intelligence and animating spirit, not the head, so many screamers carry four or five heads to use as spare ammunition. The head is imbued with unnatural life when thrown, screaming and snapping as it flies.

**Thrown Head:** A thrown head has a range of six metres, behaves like a grenade-like missile and deals 1D6 points of damage to anyone struck by it across four random locations as it releases a burst of dark magical energy, a successful Resilience test can mitigate this damage to half. The head can attempt to establish a grapple as per the rules on page 138 of the *Legend Core Rulebook*. If the head latches on, it will continue to bite the victim for 1D4 points of damage per round until removed with a Hard Brawn test.

**Scream:** A headless screamer may scream out of the air-hole at the top of its neck; anyone with 10 metres of the screamer must make a Difficult Persistence test or be shaken with fear. The victim cannot attack the screamer for 1D6 rounds and must seek to get as far away from the creature as possible, even fleeing from battle. Creatures/beings who are unaffected by sonic-based attacks are immune to this effect.

**Retrieve Head:** A screamer can telekinetically retrieve any fallen heads within 10 metres. This does not cost a Combat Action.

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

Damage Modifier+1D2Magic Points13Traits: Dark Sight, Night SightMovement8mStrike Rank+12Common Skills: Athletics 60%, Evade 73%, Perception 57%, Persistence 70%, Resilience 40%, Stealth 68%, Unarmed 70%	Combat Actions	2	Armour: None.
Movement 8m  Strike Rank +12 Common Skills: Athletics 60%, Evade 73%, Perception 57%, Persistence 70%, Resilience	Damage Modifier	+1D2	
Strike Rank +12 Common Skills: Athletics 60%, Evade 73%, Perception 57%, Persistence 70%, Resilience	Magic Points	13	Traits: Dark Sight, Night Sight
Perception 57%, Persistence 70%, Resilience	Movement	8m	
	Strike Rank	+12	
40%, Stealth 68%, Unarmed 70%			Perception 57%, Persistence 70%, Resilience
			40%, Stealth 68%, Unarmed 70%

Combat Styles Heads Up (Bite, Claw, Lob Head) 70%

Type	Range	Size	Reach	Damage	AP/HP
Bite		S	T	1D6+1D2	As for Head
Claw		M	T	1D6+1D2	As for Arm



# Hearthfire Elemental

The fire roaring in the inn's large fireplace casts a cheery glow throughout the room, and fills the common area with warmth which seems to keep out the harsh chill outside. However, something within the flames seems to be moving and the dancing tongues of fire and wisps of smoke often seem to come together in the semblance of a face.

A hearthfire elemental is curious creature from a fire-laden home which has, for reasons of its own, taken up residence in a fireplace, cookpit or similar area on the mortal worlds. In personality, it is very much like a young puppy; it likes people who feed it wood and coal and quickly develops an attachment to the people who own the place in which it lives. This makes it both an amusing oddity, once the fear and shock of having a living creature of flame in your kitchen has worn off, and a surprisingly useful guardian. Once the hearthfire elemental has established itself, those who would do harm to its home or family had best be prepared to burn.

Hearthfire elementals eat flammable material, requiring no more to sustain them than a normal fire would. They can survive for up to three days with no new fuel but after that point, they will flee back to their home. Normal water cannot extinguish their flame.

### Combat Notes

The hearthfire elemental is not normally aggressive. If it is directly attacked, or if its home or family is attacked, it will fight back. It cannot leave its hearth, so, it will normally use its ranged burn ability directly on opponents.

Ranged Burn: Once per round, using a Combat Action, the hearthfire elemental can start a small fire anywhere it can see within 20 metres of itself. Living targets may make a Routine Evade test to avoid this. If the test fails, the target immediately catches on fire, taking 1D6 damage immediately to all locations and 1D6 damage each round until the fire is out. A hearthfire elemental can extinguish any fire it starts at will within six rounds of starting it; after that, it will burn out of control.

**Warmth:** A hearthfire elemental can emit continual, pleasing, warmth. All within 10 metres of it are warmed and comforted by the heat.

Light: At will, a hearthfire elemental can glow bright enough to illuminate a six metre radius circle.

**Flame On:** There is a 20% chance that any melee attack the creature makes will set fire to an enemy. The fire causes 1D6 damage to the victim, per Combat Round until the flame is extinguished.

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

Combat Actions	2	Armour: None.
Damage Modifier	-1D4	
Magic Points	12	Traits: Magic Sense.
Movement	8m	
Strike Rank	+10	Common Skills: Athletics 60%, Evade 59%, Insight 40%, Perception 50%, Persistence 40%, Resilience 40%, Stealth 47%, Unarmed 55%

# Combat Styles Tiny Burn (Unarmed) 60%

Type	Range	Size	Reach	Damage	AP/HP
Tiny Fists		T	T	1D3+1D6 (Fire)-1D4	As for Arm

# Jubear

This creature looks like a brown bear, but its fur is matted with oozing green slime and fungoid growths. The whole of its chest seems to be covered with vile whitish growths and pustules.

Jubears are a strain of bear that has entered into a symbiotic relationship with a living slime. The ooze does not consume the bear's tissues, but instead feeds off the contents of the bear's stomach; the ooze allows the bear to digest almost anything and heal quickly. A jubear does not need to eat its prey with its mouth as its chest cavity and abdomen is soft and yielding, and it can just push its food into the mass of fungal jelly that makes up almost half its body mass.

The first jubears were sighted in the colder forests where brown bears are common but the ooze needs warmth and rain to flourish and fester, so of late more and more of the monsters have been migrating to more temperate climes. They can only be effectively killed by fire or disease and, fortunately, the symbiosis is relatively fragile so the creatures are vulnerable to sickness and infirmity. They have no natural predators so country folk must hunt the beasts down and burn the foulness out of them lest the jubears wipe the countryside clean of all life.

### Combat Notes

A jubear tries to grab its enemies and hold them against its corpulent white stomach, so it can devour them through the ooze. It is instinctively terrified of fire and avoids it at all costs. By spending a Combat Action it can try and establish a grapple as per page 138 of the *Legend Core Rulebook*. A Critical Hit allows the creature to automatically establish a grapple.

**Digestive Ooze:** If a jubear pins an opponent, that opponent takes 1D6 points of acidic damage across all locations. If the opponent is pinned for three successive rounds, a successful Difficult Brawn test allows them to break free, he is swallowed whole by the bear. A swallowed opponent can escape by doing 20 points of damage to the inside of the bear, but takes 2D6 points of acid damage each round to each location until he escapes.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+16	27	1-3	Right Leg	4/10
CON	3D6+11	22	4-6	Left Leg	4/10
SIZ	3D6+15	26	7-9	Abdomen	4/11
INT	5	5	10-12	Chest	4/12
POW	3D6	11	13-15	Right Arm	4/9
DEX	3D6	11	16-18	Left Arm	4/9
			19-20	Head	4/10

Combat Actions	2	Armour: Fur, ooze. No Armour Penalty.	
Damage Modifier	+1D12		
Magic Points	11	Traits: Formidable Natural Weapons	
Movement	24m		
Strike Rank	+8	Common Skills: Athletics 69%, Perception 60%, Persistence 52%, Resilience 53%, Stealth 23%, Swim 58%  Advanced Skills: Survival 79%, Track 40%	

Combat Styles Oozing Wounds (Bite, Claw) 72%

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



## Knocker

This creature looks rather like a gnome with slate-grey skin. His hair and beard are faintly metallic, perhaps copper, greying to iron at the edges.

Knockers are a minor race, often mistaken for dwarves, gnomes or smaller races by those who do not know them – and few know the knockers, for they are among the most secretive of folk. They dwell in the lowest reaches of the underground, only occasionally coming to the surface. The underground is a place of terrible horrors and fearsome monsters, so the little knockers are forced to hide and avoid other creatures. They favour sealed caverns with no ingresses, which they can access using their Earth Walk ability.

Knocker tribes consist of a few dozen members, who practise the high art of the knockers – mining. Unlike other species, they do not treasure the wealth of gold or silver or other resources of the earth; they appreciate them solely for their beauty. Knockers dig up gemstones, carve them, polish them, admire them, and then bury them again for future generations to find. The knockers dislike the mining practises of dwarves and men, but only take action against the largest mines that delve too close to knocker villages.

Each village is ruled by a headman, who is generally also a priest of the knocker deity, the World Stone.

### Combat Notes

Knockers have strong little stony fists and can make a surprisingly good account of themselves in a fistfight. When forced to defend themselves, they also use wickedly sharp little short swords and wear finely made chainmail.

**Earth Walk:** For POW/4 (rounded down) times per day, a knocker can Earth Walk for one minute. While earth walking, the knocker can pass through earth and stone freely, moving at its normal movement through the obstacle. The knocker must keep moving and cannot stop within the stone, but can move in circles or spend multiple rounds immersed in stone.

**Tapping:** All knockers know the secret language of the knockers, which they can use to communicate over long distances underground. This code is tapped onto the stone; the knocker must make a Routine Craft (stone working) test. Each five miles adds -5% to the difficulty of the test. So, a knocker wanting to communicate with another over 10 miles away must make their test at a -10% difficulty.

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

Combat Actions	2	Armour: Chainmail7 Armour Penalty.
Damage Modifier	+0	
Magic Points	11	Traits: Earth Sense, Dark Sight
Movement	6m	
Strike Rank	+10 (+3 when armoured)	Common Skills: Athletics 47%, Brawn 60%, Craft (stone working) 75%, Engineering 40%, Evade 44%, Evaluate 67%, Lore (Mineral) 87%, Mechanisms 49%, Persistence 50%, Resilience 70%

Combat Styles Sword of the Stone (Short Sword, Unarmed) 69%

Туре	Range	Size	Reach	Damage	AP/HP
Short Sword		M	S	1D6	6/8
Unarmed		S	T	1D3	As for Arm



# Lightning Elemental

This creature looks like a jagged sketch of a humanoid, drawn in yellow-blue lightning.

Lightning elementals dwell where air and fire intersect, where the infinite crackling energies of flame meet rarefied vapours of air. Thunderheads the size of stars spit out lightning bolts that could light up a galaxy. In this infinitely tumultuous region, the lightning elementals reside. Sometimes, they slip into the mortal world to dance in the clouds or atop the masts of ships. They are also comparatively easy to summon and are a popular power source for wizards involved in electrical experimentation.

In temperament, they are inquisitive and childlike, quick to take offence and quick to forget. They love toys of metal and wire, but soon break or melt such things in their charged play. They see pain and terror as a game; an adventurer who flees an attacking lightning elemental will be chased by a laughing horde of the creatures, but one who stands his ground and does not indulge them when they zap him will soon be ignored.

Larger and older lighting elementals can be considerably more intelligent and informed, but retain the playful glee of their lesser kin.

### Combat Notes

Lightning elementals dance in combat, slipping around enemies to blast them from behind. They use their agility and lightning transfer abilities to skip out of danger when injured.

**Lightning Touch:** The touch of a lightning elemental deals 1D4 points of electrical damage to the affected location. The elemental cannot suppress this ability.

**Static Shock:** Anyone within 10 metres of a lightning elemental risks taking damage from its crackling energies. A creature wearing any metal armour takes one point of electrical damage each round; a creature with metal armour on every location takes two points per round. Wielding a metal weapon increases the damage by one point per round.

**Lightning Transfer:** For POW/4 times per day, a lightning elemental can transform itself into a bolt of lightning as a Combat Action and fly up to 40 metres in any direction. Anyone along the elemental's path takes 3D6 points of damage to a random location. A successful Routine Evade test allows the victim to halve the damage from the searing lightning attack.

**Absorb Electricity:** A lightning elemental takes no damage from an electrical attack; instead, half the damage is converted into healing. It cannot use its own attacks to heal itself in this fashion, but one lightning elemental can heal another. A lightning elemental healed this way gains healing only in the location struck by the attack.

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

Combat Actions	3	Armour: None
Damage Modifier	-1D2	
Magic Points	10	Traits: Life Sense, Magic Sense
Movement	8m (fly 15m)	
Strike Rank	+14	Common Skills: Athletics 47%, Evade 77%, Perception 50%, Persistence 49%, Resilience 69%, Stealth 57%, Unarmed 66%

Combat Styles Lightning Conductor (Claw) 63%

Type	Range	Size	Reach	Damage	AP/HP
Claw		S	M	1D4-1D2	As for Arm



# Living Ghoul

The creature is so thin as to be just skin stretched over bone, but something about it says there is hidden might in those stringy muscles. Hairless, pale and huge-eyed, its mouth cracks open to reveal twisted, sharp teeth, and its hands end in rending claws. Boils and scabs mark its pallid grey skin, and it holds in its hand a well-gnawed human femur, which it tosses aside as it scents fresher meat.

Living ghouls are not undead, though they are so degenerate they might as well be. They are a common phenomenon in large, long-established cities. They are the degenerate remnants of humans who fled underground, due to poverty, fear of the law, membership in banned and forbidden cults or some similar cause. They haunt the catacombs under the city, feasting on the newly dead and on living beings foolish enough to enter their realm. At times, driven by hunger or simple sadism, they will venture out of the sewers and tunnels on moonless nights, in order to take whatever prey they can.

They have a simplistic society based on family bonds and raw power, mixed with twisted and half-forgotten remnants of their ancestral culture. The lair of a living ghoul is a clutter of strange junk – half-eaten bones, a broken child's toy, six copper coins arranged in a pattern. They can speak a common tongue, as well as the language of the upper city, but tend towards insanity and their speech is likely to be babbling and meaningless.

### Combat Notes

Living ghouls are both vicious and cowardly. They will only attack a target alone if they are very hungry or the target appears weak. They prefer to gang up on a target, striking from the shadows. They do not use weapons, but tear viciously at the victim. They quickly flee if the fight begins to go against them, using their knowledge of the under-cities to escape pursuit.

**Disease:** A living ghoul's body is a tumultuous cauldron of foul pestilence and disease; they can inflict this disease with their claw attacks and bite.

### Corpse Rupture

The Corpse Rupture disease must be contracted through broken skin or open wounds/sores. The disease is not apparent at first and takes 1D4 hours before the first effects manifest. It begins with a sense of confusion, where the victim appears to be dazed and confused for 24 hours before agony shoots through his body, followed swiftly by mania and finally bleeding where the internal organs of the body begin to rupture.

Application: Contact Onset Time: 1D4 hours Duration: 1D6 days

Resistance Time: One Resistance roll

Potency: 90

Resistance: Resilience

**Conditions:** Confusion, Agony, Mania (paranoid gibbering), Bleeding (1 point internally all locations per hour). The disease stops short of actual death in this regard, but the victim is then driven by an insatiable hunger for the living flesh, warm blood and cracked bone of others.

Antidote/Cure: The disease is magical and can only be cured by a Cure Disease spell.

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

Combat Actions	2	Armour: None.
Damage Modifier	+1D4	
Magic Points	12	Traits: Dark Sight, Diseased
Movement	8m	
Strike Rank	+9	Common Skills: Athletics 60%, Evade 55%,
		Perception 49%, Persistence 50%, Resilience
		66%, Stealth 60%, Unarmed 70%

# Combat Styles Hungryyyy (Bite, Claw) 70%

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



# Mesmeric Spectre

This looks like an ordinary human, but your keen eye for detail notices that first, parts of him are transparent and second, his eyes burn as though were windows onto an inferno.

Mesmeric spectres are said to be spawned when a soul condemned to eternal torment bargains with its jailors, arguing that if it were sent back for just a short time, it could gather even more souls into the flames; a sort of diabolical plea bargain or work release program. Others believe that mesmerics are the spirits of those who had great potential in life, but squandered it; the ghosts of those who might have been master wizards and famous adventurers, but instead spent their days in alehouses or indolence. They can be extremely charismatic as far as spectres go, which they use to their advantage when dealing with mortals they wish to trick and trap.

A mesmeric is of little threat physically. Its touch causes alarming bruises and welts to manifest on the victim's skin, marks resembling those caused by strangulation, but the damage is limited to the surface and it is difficult for the mesmeric spectre to kill using force alone. The creatures prefer to sow dissent and foul whispers to induce the victims into killing each other. The ideal environment for a mesmeric spectre is an isolated but crowded place, such as a ship at sea, an inn in a storm, an isolated castle or military outpost, or a group of adventurers deep in a dungeon. The incorporeal spectre eavesdrops on their arguments and petty squabbles, and then uses its mesmeric abilities to divide them and seed hatred among them.

### Combat Notes

Mesmeric spectres know they cannot hope to defeat a foe using their weak physical attacks alone, so they only fight in melee when trapped and trying to escape. They must prefer to use their spell-like abilities to confuse and divide their foes. All the spectre's spells are cast at Magnitude 3.

**Domination:** The mesmeric spectre can use the Dominate (any humanoid) spell up to POW/4 (rounded down) times a day, as detailed on page 198 of the *Legend Core Rulebook*.

**Phantom (All):** The mesmeric spectre can use the Phantom (all) spell up to POW/4 (rounded down) times a day. See page 202 of the *Legend Core Rulebook*.

**Telepathy:** As per the spell on page 208 of the *Legend Core Rulebook*, the mesmeric spectre can use this power to read the attitude of a target as well as communicate with it. They often use this to sow the seeds of mistrust and dissent amongst the weaker members of a group. It can be done as many times as the spectre desires.

**Incorporeal:** The mesmeric spectre only takes damage from magic, and weapons which have been augmented or enchanted.

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

Combat Actions	3	Armour: None.
Damage Modifier	+0	
Magic Points	12	Traits: Life Sense, Magic Sense.
Movement	2 0 m (flying)	
Strike Rank	+18	Common Skills: Athletics 67%, Evade 70%, Perception 77%, Persistence 80%, Resilience 68%, Stealth 90%, Unarmed 40%

Magic Skills: Sorcery 95%, Manipulation 80%

Combat Styles
Spectral Touch (Spectral Bruising ) 50%

Type	Range	Size	Reach	Damage	AP/HP
Claw		S	M	1D2 (non-lethal)	As for Arm



## Mirror Ghost

It is a young woman, beautiful and sad, who stares forlornly across the moonlit lagoon. As she stands and turns, her form shifts, with bloody gashes marring her face and body, and glinting shards of glass erupting from beneath her skin.

A mirror ghost is a creature both sad and terrifying. It is created under fairly rare circumstances, when a distraught individual is driven to suicide while facing a mirror and whose final actions crack or damage the mirror in some way. Occasionally when this combination of events occurs does the spirit of the deceased passes into the shards of the mirror, thus creating a mirror ghost.

A mirror ghost usually resembles the individual whose spirit created it, wearing the clothing they wore at the time of death and with no sign of the cause of death. However, it shifts its form when preparing to attack. It assumes a much more horrific visage, altering its body so it appears to be half-human and half glass, with strips of reflective glass intertwined with the creature's pallid skin. The ghostly flesh attaches to the glass only poorly, so gaps appear where muscle, bone and blood can be seen. Furthermore, the method of suicide becomes apparent and often exaggerated; someone who died by poison will appear hideously bloated and discoloured, someone who died by slitting their wrists will be sodden with blood and so on.

Mirror ghosts have one overwhelming motivation – revenge. They seek vengeance on whatever individuals or individuals drove them to suicide and cannot rest until this vengeance in achieved. While the mirror ghost is powerful enough to kill many beings directly, it prefers to use its abilities to drive its victims to kill themselves, as they forced it too. If the mirror ghost accomplishes this quickly, the ghost will dissolve and the spirit will pass on. The longer it takes though, the more warped and evil the ghost will become. Very often, the mirror ghost finds it cannot be sated even with killing those responsible and extends its actions to relatives, friends and so on, each new killing feeding an undead frenzy for more.

A mirror ghost denied vengeance will simply continue to exist, growing progressively more bitter and hateful. Over time, the mirror ghost begins to blame all living things and becomes a carnivore of joy, seeking out those who love their life, and driving them to despair and suicide.

A mirror ghost may only be killed permanently by destroying the remnants of the mirror it was born from.

### Combat Notes

The mirror ghost will avoid direct combat unless it is required. It prefers to entice others to kill themselves. If forced into conflict, it will rely primarily on its Shardspray ability to destroy its foes, and it will always be looking for a way to flee so that it can continue on its mission of vengeance. If it cannot use Shardspray, it will manifest razor sharp glass-shard claws and use those to inflict horrible wounds.

**Mirrorform:** The mirror ghost may enter a mirror and assume the shape of whoever is looking into the mirror. This is almost always the current target of the mirror ghost. In this way, the mirror ghost appears to be the person's soul or conscience u and will berate the person about their faults, sins, shortcomings and so on, attempting to drive them into a suicidal frenzy. The mirror ghost will generally not manifest in this way when there is anyone else in the room, perhaps adding to the madness-causing effect. If the mirror is smashed while the mirror ghost is within it, it will manifest immediately.

**Mirrordwell:** A mirror ghost can inhabit a mirror invisibly and will go wherever the mirror goes. It usually does this so it can follow a victim wherever they flee, provided they take a mirror with them. If the mirror is smashed while the mirror ghost is within it, it will manifest immediately.

**Phantom:** A mirror ghost can cast all the Phantom (sense) spells and augment them like a Sorcerer. See page 202 of the *Legend Core Rulebook*.

**Shardspray:** A mirror ghost can cause an explosion of mirror-glass shards in an eight metre radius around itself; it can do this for POW/4 (rounded down) times a day. The shards cause 2D6 points of damage to four random locations and a successful Difficult Evade test can mitigate this to half.

**Unkillable:** While the mirror ghost can be seemingly killed, it will reform 1D4 days later unless the original mirror it was born from is found and destroyed.

**Change State:** The mirror ghost can transform from its corporeal form to its incorporeal quickly, whilst in the latter it can be only harmed by magic, magic weapons and other magical attacks/ enchantments. The former can take damage from any source. It takes a Combat Action for the mirror ghost to do this and it can affect the physical world normally in this state.

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

Combat Actions	3	Armour: 3 point mirror shard, supernaturally
Damage Modifier	+1D2	strong. No Armour Penalty.
Magic Points	14	Traits: Life Sense, Magic Sense.
Movement	8m	
Strike Rank	+15	Common Skills: Athletics 70%, Evade 77%, Influence 80%, Insight 60%, Perception 88%, Persistence 70%, Resilience 60%, Sleight 70%, Stealth 80%, Unarmed 70% Advanced Skills: Survival 80%, Track 90%

95%

Magic Skills: Manipulation 90%, Sorcery

Combat Styles Snow White Queen (Claw) 90%

Type	Range	Size	Reach	Damage	AP/HP
Claw		S	M	1D6+1D2 Bleeding	As for Arm



# **Mirthless**

This creature is an unnaturally tall figure, robed in a burial shroud with a terrifyingly wide grin stretched across its fleshless skull. Oversized clawed hands protrude from the end of its black-sleeved skeletal arms.

Mirthless are a terrible form of remorseless undead, called upon as assassins or hunters of graverobbers. They are utterly unyielding and utterly tireless. When the mirthless are sent after a victim, almost nothing can stop their inexorable advance.

Many necromancers have experimented in creating more mirthless; they stretch dead men on the wrack or pump poisoned growth potions into dying flesh, or send dark summons into the netherworld of wraiths and spectres. There come no answers, and no mortuary transformations. All the mirthless in the world dwell in one obscure temple, from which they can be called with the right offer and the right ritual. Calling a mirthless requires a successful Difficult Lore (mirthless) test to perform the ceremony. When the horror arrives, it must be bargained with in the secret tongue of the mirthless, a secret known only to a select few. The mirthless will only accept missions that conform to their ancient laws and which offer suitable recompense in pain or magic.

### Combat Notes

The mirthless are almost impossible to stop. They can shift between material and incorporeal forms at will, walking through walls or barriers before materialising to slash with their stone claws.

**Stony Claws:** The mirthless are armed with invulnerable stone claws of prodigious strength and weight. Anyone slashed with these mighty claws must make either a Hard Acrobatics or Hard Brawn test to avoid being knocked over by the power of the mirthless blow.

**Chilling Aura:** The area around a mirthless is unnaturally cold. Anyone within 10 metres of the undead must make an immediate Difficult Resilience test or suffer 1D4 points of cold damage per location per round, until out of the area. The mirthless affects victims regardless of its form.

**Dematerialise:** A mirthless may become incorporeal at will at any point during its movement. It can also become material at will. It may only shift from one state to another once each round. While incorporeal, the mirthless can only be struck by enchanted weapons or spells, but cannot attacks with its stony claws.

**Incredible Healing:** Mirthless that escape combat and retreat to a safe place heal fully overnight.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+8	22	1-3	Right Leg	-/8
CON	2D6+11	18	4-6	Left Leg	-/8
SIZ	2D6+13	20	7-9	Abdomen	-/9
INT	3D6+1	12	10-12	Chest	-/10
POW	4D6	14	13-15	Right Arm	-/7
DEX	4D6	14	16-18	Left Arm	-/7
			19-20	Head	-/8

Combat Actions	3	Armour: None.
Damage Modifier	+1D8	
Magic Points	14	Traits: Dark Sight, , Formidable Natural
Movement	12m	Weapons, Life Sense, Magic Sense
Strike Rank	+13	Common Skills: Athletics 61%, Evade 75%, Insight 80%, Perception 93%, Persistence 75%, Resilience 60%, Stealth 80%, Unarmed 70%  Advanced Skills: Track 97%

# Combat Styles Heavy strike (Claws) 83%

Type	Range	Size	Reach	Damage	AP/HP
Claw		M	M	1D6+1D4	As for Arm

# Nightrender

The little you can see of this creature suggests it is something like a cross between a humanoid form, a monkey, and a cat. It moves with unnatural dexterity from shadow to shadow. So wrapped is it in darkness that you cannot make out features with any clarity, but light glints off oversized claws in an unsettling fashion.

Nightrender packs are a danger to travellers and farmers in outlying regions. These monsters are a curious mix of traits and magic, leading many to suppose some evil wizard produced them in a magical crossbreeding experiment. More progressive sages speak of chaotic storms and horrors spawned by magic gone wild and sour. The nightrenders know and care nothing for their origin, or for anything except the glee of hunting and killing. Animals do not take such pleasure in death, while truly intelligent beings cannot act with the same brutal, savage grace.

The creatures are primarily nocturnal, hunting at night. Unlike other animals, they have no fear of the walls and houses of civilisation and are quite willing to break down doors or slip down chimneys to get to their prey. They rarely risk open assault on a well-defended cottage or village, but often steal babies from unattended cribs or prey on the sick, elderly or sleeping.

Nightrenders are nomadic predators, wandering across the land in search of easy prey. They make their lairs in caves and caverns as well as large animal dwellings, driving the existing denizens out if they can. They have a strange link to the phases of the moon; nightrenders have never been seen abroad during the three nights of the full moon, but always make attacks in the dark of the new moon.

### Combat Notes

Nightrenders use their Shadowslip ability to swiftly close with enemies, avoiding missile fire and spells. They keep a spare Shadowslip to help them flee combats where they are overmatched. The creatures have excellent pack tactics and always try to flank their targets.

**Rend:** On a critical hit the nightrender tears flesh from its opponent's body, causing an extra 1D4 damage and Bleeding.

**Shadowslip:** POW/4 (rounded up) times per day, a nightrender may use an effect similar to Teleport on page 208 of the *Legend Core Rulebook* to travel from any area of darkness or shadowy illumination to any other area of darkness or shadowy illumination within 15 metres. This requires a Combat Action and can leave the creature vulnerable to retaliatory strikes.

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

Combat Actions	3	Armour: None
Damage Modifier	+1D2	
Magic Points	14	Traits: Dark Sense, Dark Sight.
Movement	9m	
Strike Rank	+12	Common Skills: Athletics 80%, Evade 72%, Perception 83%, Persistence 55%, Resilience 74%, Stealth 87%, Unarmed 65% Advanced Skills: Track 88%

## Combat Styles Night's Edge (Claws) 82%

Туре	Range	Size	Reach	Damage	AP/HP
Claw		S	M	1D4+1D2 Bleeding	As for Arm

# Oakstump

The little man...is not so little. Though only the height of a halfling, he is very broad. The muscles flexing under his chestnut-brown skin look like smooth rocks moving beneath thick leather. The battle-axe he carries is slightly larger than he is, but he wields it without apparent difficulty.

Oakstumps are unusual fey. They do not have wings, no remarkable abilities and are loud, boisterous and gregarious. They dwell in old forests, especially those with truly large trees such as oaks and redwoods, and while they guard their lands from despoilers, they are often willing to deal with humans who respect their terms and territory. They tend to actually like lumberjacks, who share with them a general appreciation for the simpler pleasures of life, and the arrival of a squabble of oakstumps in a logging camp usually means a night of drunken revelling rather than an attack on invaders. This only goes so far – the oakstumps allow careful harvesting of their forests but not desecration, and can turn from boisterous friends to deadly foes very quickly if their limits are violated.

Although most fey shy away from physical conflict, the oakstumps live for it. Among themselves, they are perpetual brawlers, settling even the smallest dispute with a rough-and-tumble wrestling match. Since they tend to be a cantankerous and argumentative lot, this means any gathering of oakstumps will quickly turn into a free-for-all.

Oakstumps do not play the complex political games of other fey. If a decision has to be made by a group, it will usually be resolved by some contest of strength; arm wrestling is common, but so are rock-tossing, weight-lifting and similar feats. Drinking contests are also a commonly used means of reaching a consensus, though this can take a long time, given the oakstumps tolerance for alcohol.

They do possess some of the typical fey love of trickery if dealing with individuals of larger races, especially humans, who are unaware of their nature. They will often trick them into wagering on feats of strength. Not a few naïve visitors to the deep woods have left bereft of all but an under tunic due to such bets.

### Combat Notes

Oakstumps are brawlers, period. Their entire tactical repertoire is generally 'let's get 'em, boys!' followed by a charge. Oakstumps are rarely unarmed and they prefer human-size weapons to those scaled to their own bodies, since their magical strength enables them to wield them easily. It takes a lot for an oakstump to admit he is outclassed, so retreats are rare. The general oakstump answer to anything which cannot be solved by brute force is to try more brute force, gathering as many of their kind as they can. Few things can stand against a sufficiently large force of them.

**Alcohol Tolerance:** Oakstumps love to drink, which is good, as they need to consume a lot of alcohol to get drunk. They gain a bonus of +40% to any Resilience tests involving alcohol or getting drunk.

**Big for Their Size:** The oakstump's strength is partially magical and they have a greater than normal strength for their size. This enables them to wield weapons of humans, as well as do a greater amount of damage in combat – if they enter an area where magic is denied, their STR and SIZ is halved.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+8	22	1-3	Right Leg	4/7
CON	4D6	14	4-6	Left Leg	4/7
SIZ	1D6+3	7	7-9	Abdomen	4/8
INT	2D6+3	10	10-12	Chest	4/9
POW	2D6+2	9	13-15	Right Arm	4/6
DEX	2D6+3	10	16-18	Left Arm	4/6
CHA	2D6+1	8	19-20	Head	4/7

Combat Actions	2	Armour: 4 point natural rock. No Armour
Damage Modifier	+1D6	Penalty.
Magic Points	9	Traits: Dark Sight, Earth Sense, Life Sense
Movement	6m	
Strike Rank	+10	Common Skills: Athletics 49%, Brawn 80%, Evade 78%, Insight 62%, Perception 70%, Persistence 50%, Resilience 77%, Stealth 52%, Unarmed 70%

Combat Styles Stitch That! (Punch, 2H Axe) 81%

Type	Range	Size	Reach	Damage	AP/HP
Fists		S	S	1D3 +1D6	As for Arm
Battleaxe 2H		M	M	1D8+1 +1D6 Bleed, Sunder	4/8



## Parched Zombie

This creature is a hideously wrinkled corpse slowly staggering over the dunes. With every movement, little puffs of dust or sand rise from its dry joints.

Parched zombies arise from the remains of those who die of thirst in the desert. They wander in circles for days on end, searching desperately for water or a way out of the endlessly shifting sands. At some point in their hopeless peregrinations, between one dragging footfall and the next, the lost traveller dies and keeps going as a parched zombie.

They follow tracks in the desert, slowly marching after other wanderers. Sometimes, whole gangs of parched zombies can be found following each other, all thirsting for precious moisture. The desert tribes know to stay clear of such regions and keep the zombies contained by dragging water sacks (or, in some cases, captured prisoners) across the zombies' trail. The zombies follow the smell of water and so are tricked into staying in the hottest parts of the desert.

The zombies make poor servants; attempts to bribe them with water generally fail, as the creatures are too dumb to comprehend the idea of exchanging labour for a reward. When a parched zombie makes it out of the desert, they soon pass into a final death, gorging themselves on moisture squeezed out of plants or animals. Whole troupes of parched zombies can sometimes be seen hurling themselves into wadis during flash floods.

#### Combat Notes

Parched zombies have the same restrictions as normal zombies and so can only take single actions. They are marginally more intelligent and have a certain animal cunning, so their normal tactic is to trail water-laden prey at a distance. The zombies are tireless, so they wait until the prey is exhausted or sleeping before stumbling in to drain moisture. They also use their Trackless Step ability to lead other creatures astray.

**Drain Moisture:** Anyone struck by the zombie's unarmed attack must make a Difficult Resilience test or suffer 1D6 points of CON damage. The CON loss returns at a rate of one point per hour of rest and the parched zombie is healed by the same number of points it has stolen. These are applied across its hit locations, so it can choose where to heal itself.

**Trackless Step:** A parched zombie can choose not to leave a trail when walking over sand or other desert terrain and so cannot be tracked.

	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	-15
INT	5	5	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	Armour: None
Damage Modifier	+1D6	
Magic Points	2	Traits: Dark Sight, Night Sight
Movement	5m	
Strike Rank	+6	Common Skills: Athletics 40%, Evade 59%, Perception 70%, Persistence 65%, Resilience 60%, Unarmed 67%

# Combat Styles Sand Batter (Unarmed) 67%

Туре	Range	Size	Reach	Damage	AP/HP
Unarmed		S	T	1D3+1D6	As for Arms



### Platinum Unicorn

At a distance, it appears to be a fine warhorse clad in brilliant plate barding. As it draws closer, it becomes evident this is no horse, and that it does not wear armour. It is a unicorn of surpassing perfection, whose skin and horn are formed from living platinum. It glows with an aura of pure and perfect goodness, and all other creatures seem unworthy to gaze upon it. It speaks with a voice like a waterfall of crystal bells.

The platinum unicorn is a creature from realms which embody the ideas of pure freedom and benevolence. It is not content to remain there, however, and often voyages to the mortal realm in order to defend the virtues it embodies. It is a stalwart defender, rarely bringing battle to a foe but standing firm guard to protect that which is good from all that threatens it.

In form, it is perfection, and some have claimed that the mortal unicorns are merely imperfect and distorted shadows of the platinum unicorn. Others feel the reverse is true, that the platinum unicorn is what becomes of earthly unicorns after they perish. The platinum unicorns themselves do not speak of their origins.

Rarely, a platinum unicorn will find a woodsman or musician whom they feel a special bond for, and will willingly act as their steed for a time. The chosen mortal need not be female or a virgin, but they must be pure of heart and devoted to the principles for which the platinum unicorn stands. Holy Knights, too rigid and formal to appeal to the wild soul of the platinum unicorn, can only look on and weep, and more than one has turned to darkness after their soul has been consumed with envy over another being so gifted.

Platinum unicorns also serve as messengers from the other planes. They often bring tidings to mortal rulers, either a warning of encroaching evil, or to the ruler that their own crimes may soon come back upon them, but that it is not too late to change. Either sort of warning is very risky to ignore.

Platinum unicorns speak a variety of languages, usually those of the elves and dwarves as well as other more obscure tongues. They do this flawlessly and can always speak and understand the language perfectly.

The platinum unicorn can fly via magical means, without the need for wings. This ability fails if they enter an area which is magically dead.

#### Combat Notes

Platinum unicorns are fearless combatants. Since they will not fight without a good cause, there is little chance they will flee while they can still fight. If they can buy even a few seconds of time for those they are defending by fighting unto death, so be it. In battle, they rely heavily on their defensive abilities, especially their Holy Blaze, as it is unlikely they will confront an enemy not affected by it. Any tactic which can win the battle while costing the fewest lives will be preferred, as the platinum unicorn does not believe that some should fall so others may live. To it, all lives are equally valuable.

**Holy Blaze:** The platinum unicorn can use this power for POW/2 (rounded up) times per day. It emits a brilliant burst of light which burns outwards from its body; any creature intent on causing the unicorn or its friends/allies harm in a radius of 12 metres takes 1D6 points of damage per location, is struck blind, dumb, and is confused (see page 79 of the *Legend Core Rulebook*) for 2D6 rounds.

Holy Succour: The platinum unicorn emits a soft glow from its body at all times; this five metre radius effect acts to heal allies of the creature, by one point of damage on all locations per hour they remain within it. It also prevents mortally wounded allies and creatures from dying and causes spells directed to cause harm or danger to the platinum unicorn to fail 80% of the time.

Summon Unicorns: For POW/2 (rounded up) times per day, as a Combat Action, the platinum unicorn can summon 1D4 unicorns (see page 85 of Monsters of Legend).

Spell-like Abilities: Platinum unicorns can use the following divine magic spells - Cure Disease/ Poison, Evergreen, Exorcism, Gleam, Heal Body, Heal Mind, Heal Wound, Regenerate Limb, Resurrect, Spirit Block, and Sunspear.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-2	Right Hind Leg	6/8
CON	3D6+8	18	3-4	Left Hind Leg	6/8
SIZ	2D6+13	20	5-7	Hindquarters	6/9
INT	3D6+5	16	8-10	Forequarters	6/10
POW	2D6+12	19	11-13	Right Front Leg	6/7
DEX	2D6+11	18	14-16	Left Front Leg	6/7
CHA	2D6+13	20	17-20	Head	6/8

Combat Actions	3	Armour: Platinum hide. No Armour
Damage Modifier	+1D8	Penalty.
Magic Points	19	Traits: Formidable Natural Weapons, Dark
Movement	14m	Sight, Night Sight, Life Sense, Magic Sense
Strike Rank	+17	Common Skills: Athletics 93%, Evade 90%, Insight 90%, Perception 89%, Persistence 92%, Resilience 99%  Advanced Skills: Survival 90%, Track 95%  Divine Skills: Pact 95%, Lore (Holy Powers) 97%

### Combat Styles

Holy Smite (Horn, Kick) 120%

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



## Plundering Dead

This creature is a fast-moving skeleton, dressed in a garish piratical outfit. It swings a scimitar with panache and grins widely at you. Admittedly, without any skin to cover its face, it could hardly do otherwise. A shimmering, ghostly field surrounds it.

Plundering dead are piratical undead, who remain tied to their bodies after death because of their lust for gold and treasure. They are also produced by certain terrible curses and ancient artefacts. Plundering dead organise themselves into crews of wild marauders who sail decaying hulks into ports to raid and murder. They behave much as they did in life, to the extent of drinking and whoring – it is the lusts of the plundering dead that keep them in this state of undeath, so they may deny their undead nature. Indeed, some are so caught up in their quest for gold they do not notice they died.

Technically, the plundering dead are ghostly apparitions; they drag their bony carcasses along like animated puppets because they do not understand their incorporeal nature. Smashing a plundering dead's skeletal body will not destroy them, but it does confuse them. The plundering dead who understand their true form become full-fledged spectres or ghosts. Few last that long, as they are too easily distracted by gold or driven back by salt water to be truly dangerous foes.

#### Combat Notes

The incorporeal spirit of the dead drags their skeletal body through the air as if it were almost weightless. Plundering dead dance like agile puppets, leaping from height to height and slashing with their scimitars.

**Cause Fear:** Anyone who comes within 20 metres of a plundering dead must make a Difficult Persistence test or be gripped by a terrible fear. This fear effect causes them to flee the sight of the creature for 1D6 rounds. Anyone who succeeds in the test is immune to the fear for the next 24 hours.

**Ghostly Apparition:** Plundering dead are animated by a ghostly shape; this shape moves the bony body like a puppet. This dichotomy gives the plundering dead a +10% bonus to Acrobatics, Athletics, and Stealth tests. If the plundering dead are reduced to 0 HP in the chest or abdomen area then they are discorporated as the puppet body drops to pieces. It will rebuild a new body in 1D4 weeks – if a magical weapon strikes the apparition in the meantime, the plundering dead is utterly destroyed.

**Treasuresense:** By concentrating for a few minutes, a plundering dead can detect the presence of any gold, silver, platinum, jewels or other expensive, shiny treasures within 20 metres. This ability can penetrate any amount of stone or other obstacles.

**Water Vulnerability:** Plundering dead are terrified of salt water as they cannot swim and the salt disrupts their ghostly flesh. Salt water affects them as if it were powerful acid and inflicts 3D6 damage to their ghostly form. Plundering dead reduced to 0 HP in the chest or abdomen by this immersion are immediately destroyed.

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

Combat Actions	3	Armour: 3 point hard bone. No Armour
Damage Modifier	+1D2	Penalty.
Magic Points	11	Traits: Dark Sight, Life Sense
Movement	12m	
Strike Rank	+14	Common Skills: Athletics 77%, Dance 66%, Evade 75%, Lore (Great Big Sea) 88%, Perception 60%, Persistence 57%, Resilience

60%, Stealth 88% Advanced Skills: Acrobatics 59%, Boating 60%, Shiphandling 90%

Combat Styles Leapin' Bones (Scimitar, Longbow) 79%

Туре	Range	Size	Reach	Damage	AP/HP
Scimitar		M	M	1D8+1D2 Bleed	6/10
Longbow	175m	Н	-	1D8+1D2 Impale	4/7



## Ragged Wraith

A spectral figure dressed in a ragged burial shroud flits out of the ground, wreathed in tatters of mist.

Ragged wraiths are the spirits of those whose bodies were desecrated or dismembered after death. They manifest as tattered shadows of their former selves, dressed in the ragged remains of their burial garb. They are bitter, hateful entities, hungry for both revenge and the life force of the living. They usually haunt the tombs where they were buried, but hunger can drive them abroad into the land. Like all wraiths, they must hide from the bright rays of the sun, and are adept at finding places in nooks and crannies, and cracks in the ground.

#### Combat Notes

In combat, ragged wraiths use their incorporeal forms to the fullest. They use their Life Sense trait to find prey and then hide in the ground or the stone of a corridor wall. When an enemy passes, the wraith slashes at him with its tendrils. The main body of the wraith stays hidden, giving it cover from enemy attacks. They may only be harmed by magic or magic weapons.

**Unnatural Aura:** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 15 metres. They will not willingly approach closer and panic if forced to do so; they remain panicked as long as they are within range.

**Powerlessness:** Wraiths are utterly powerless in natural sunlight, and flee from it. It causes them to lose their incorporeal state and they can be harmed by normal means.

**Death's Hand:** The wraith can use Hand of Death as per the spell on page 166 of the *Legend Core Rulebook*, POW/2 (rounded up) times per day. A victim slain like this allows the wraith to immediately re-grow a missing tendril.

**Spawn:** Any humanoid slain by a ragged wraith becomes a wraith in 1D4 rounds. Its body remains intact and inanimate but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Tendrils:** A ragged wraith has four tendrils of ectoplasm hanging from its tattered body. It attacks by whirling these tendrils out at enemies while the wraith itself stays hidden within the ground or wall. This means the wraith has cover from most attacks. The tendrils can be attacked individually, if enemies pre-empt this to slash at them as they emerge. The tendrils are incorporeal and require magic or magic weapons to damage. A wraith can re-grow one tendril every 24 hours.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+13	20	1-3	Upper Right Tendril	-/5
CON	1D6+6	10	4-6	Upper Left Tendril	-/5
SIZ	2D6+7	14	7-9	Abdomen	-/6
INT	3D6+5	16	10-12	Chest	-/7
POW	3D6+5	16	13-15	Lower Right Tendril	-/4
DEX	4D6+6	20	16-18	Lower Left Tendril	-/4
			19-20	Head	-/5

Combat Actions	3	Armour: None
Damage Modifier	+1D4	
Magic Points	16	Traits: Dark Sight, Life Sense, Magic Sense
Movement	10m (flying)	
Strike Rank	+18	Common Skills: Athletics 80%, Evade 89%, Insight 90%, Perception 88%, Persistence 76%, Resilience 50%, Stealth 90%

Combat Styles
As cold as the Grave (Tendrils) 77%

Type	Range	Size	Reach	Damage	AP/HP
Tendril		M	L	1D6+1D4	As for Tendril



## Razorfiend

It is hard to see this creature, as it seems to be so thin it appears two-dimensional. Light glitters off a vaguely humanoid armature made of thousands of razor-blades.

It was originally assumed that razorfiends were some form of demonic construct, but they seem to be a race in their own right. Speculation as to how such bizarre creatures could arise naturally or reproduce has proved fruitless; the secrets of the razorfiends are still locked in whatever far plane birthed them. They can be found throughout the cosmos, acting as assassins, torturers and bodyguards for dark-hearted creatures.

The razorfiends are made of edges. If they have any actual weight or mass, it exists in some extra dimensional space unplumbed by sorcery or divinity. All that can be perceived of them are their edges and they are infinitely sharp. Every inch of the creatures is sharper than the finest Bladesharp enchanted sword; touching them is like thrusting one's hand into slivers of broken glass. They can strip flesh from bone by just gently brushing one of their limbs over a victim.

One of their most curious abilities is their so-called aura of sharpness. Around a razorfiend, weapons become keener, edges become more defined and the air becomes almost painfully sharp and clear. Soon, even the smoothest, most rounded objects become lethally sharp; there are tales of unwary experimenters slicing themselves in two by tightening their belts in the presence of a razorfiend.

#### Combat Notes

Razorfiends fight like expert swordsmen, slashing with their razor-edged limbs. Their unnatural aura of sharpness means every blow is deep and painful, and inflicts Bleeding without a critical hit.

**Aura of Sharpness:** Each round a weapon remains within five metres of a razorfiend it begins to become unnaturally sharp, as if a Bladesharp spell on page 161 of the *Legend Core Rulebook* has been cast upon it. It grows in power by 1 Magnitude every round to a maximum of 5. The aura also confers Bleeding as an automatic effect on the razorfiend's attacks.

**Made of Blades:** Any unarmed attack such as a punch, kick or grapple against a razorfiend causes immediate damage to the enemy. They take an 1D6 damage plus Bleeding to D3 locations in the case of a grapple, or the extremity if it is an unarmed leg/fist attack. A wooden or weaker weapon like a quarterstaff is chopped in half or sundered.

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

Combat Actions	3	Armour: 5 point supernatural. No Armour
Damage Modifier	+0	Penalty.
Magic Points	8	Traits: Life Sense, Magic Sense
Movement	8m	
Strike Rank	+15	Common Skills: Athletics 60%, Evade 84%, Perception 60%, Persistence 70%, Resilience 80%, Stealth 100%  Advanced Skills: Survival 80%, Track 84%

# Combat Styles Razor Blade Smile (Limbs) 87%

Туре	Range	Size	Reach	Damage	AP/HP
Slashing Limbs	-	S	M	1D8 Bleeding, Sunder	As for Arm



### Root Guardian

A man-shaped, but larger than man-sized, creature composed of a tangle of roots, vines and leaves, which moves with strength and purpose through the shadowed woods. Small forest creatures scurry up and down its form, but it pays them no heed.

It is not only wizards and priests who have sacred or secret places of power to guard against intruders. The druids have their own private realms where others should not go, and they have learned to form the very stuff of the forest into guardians of these places. While not as powerful as mighty constructs such as golems, root guardians are easier to manufacture.

Root guardians are often given one of two kinds of orders; to guard a specific region against invaders or patrol an area of their home, seeking out enemies specified by their creator. This can be as narrow as 'orcs of the Red Fang tribe' or as broad as 'all non-elves.'

Root guardians appear to be large humanoids made up of living roots, vines and branches. They have leafy hair which changes colour with the seasons, and they often play host to forest creatures. Squirrels gather the nuts which grow from them, and birds sometimes nest on them. The normal motion of the root guardian does not disturb its occupants, but they flee if it is directly attacked.

#### Combat Notes

The root guardian does not threaten or warn. If its orders cause it to initiate combat, it will do so directly, first using Holdfast on opponents, then firing its spines, then closing to use its fists.

**Sorcery:** The root guardian has access to the following spell-like powers; Form/Set (Wood), Holdfast, and Teleport (from tree to tree). These are all Sorcery spells.

**Spines:** The root guardian has a number of extremely sharp, straight, branches growing from it. It may fire one such spine as a ranged attack. It will normally have four spines, which grow back at a rate of one a day after being used. These spines do the same damage as crossbow bolts and use a Combat Action.

**Berries:** The root guardian naturally produces incredibly powerful berries during the spring and summer. 1D3 berries per day may be harvested from the creature, but only if it is willing. The berries function to heal 1D4 points of damage per location, plus cure sickness and hunger. Berries harvested from the corpse of the creature are poisonous (see *Legend Core Rulebook*, page 81, and use Blade Venom), only the type becomes Ingested and the effect only strikes the Abdomen.

**Summon Aid:** A root guardian can call nearby woodland beings to its aid, using a Combat Action – it can only do this for POW/4 (rounded up) times per day and the creatures do not immediately appear next to the guardian – they take 1 round to get to the guardian's position.

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

Combat Actions	2	Armour: 4 point iron-wood bark. No Armour
Damage Modifier	+1D6	Penalty.
Magic Points	14	Traits: Life Sense.
Movement	13m	
Strike Rank	+11	Common Skills: Athletics 77%, Evade 70%, Perception 80%, Persistence 60%, Resilience 87%, Stealth 59%  Advanced Skills: Survival 82%  Magic: Manipulation 88% Sorcery 90%

Combat Styles Forest Grump (Fists, Spines) 93%

Type	Range	Size	Reach	Damage	AP/HP
Fists		M	M	1D6+1D6	As for Arm
Spines	100m	S	T	1D8+1D6 Impale	4/5



## Sanctified Defender

This being looks like a human man made out of grey light. An aura of shifting energy patterns forms and moves behind him.

The gods feed on belief, or so the theologians suspect. They are strengthened by their worshipper's prayers and faith. In aeons past, the gods met in council. A mortal who believes in any of the gods, they realised, was better than a mortal who owes fealty to none. An attack on a god's temple by forces of a rival deity is a part of the accepted clashes within the pantheons – but an attack on a temple by a gang of godless barbarians profits none of the gods. It loses belief to entropy, to nothingness. This was deemed unacceptable, so the gods put a portion of their power into creating the sanctified defenders, referees and neutral bounds-keepers in the wars of the holy and unholy. The defenders intercede whenever temples and sacred places of deities are threatened by anything other than other religions and acts of god.

The gods never met in council-like fashion again, so the ranks of the sanctified defenders have gone un-replenished despite the deaths of hundreds of them in battle and disaster. It is rare for them to manifest now; they must husband their forces carefully and only manifest when the greatest temples and holiest of holies are threatened.

#### Combat Notes

Sanctified defenders wield a magical phenomenon known as Divine Force, a blast of power that flashes into existence in the shape of the holy symbol of whatever temple the defender is currently protecting. They are methodical fighters, sweeping through temple halls and cloisters purging them of invaders and thieving treasure-hunters.

**Divine Force:** By gesturing, the defender can create a blast of Divine Force to smash a foe. This ranged attack requires a Routine Athletics test to remain standing or be knocked over.

**Wrath of the Temple:** If anyone defiles an altar or holy symbol or slays a cleric, priest or other anointed official of the church within 36 metres of a sanctified defender, without using a Combat Action the defender can call down the Wrath of the Temple, which hits the offender with a Fear spell combined with the effects of a Lightning Strike spell.

**All-Hallows:** The defender is immune to critical hits, negative effects and never suffers problems with fatigue and endurance. They cannot be poisoned or otherwise controlled, drained of their life and suffer any damage from spells designed to reduce a characteristic.

**Spells:** The defender can use the following divine spells; Consecrate, Crash of Thunder, Dismiss Magic, Reflection, Soul Sight, Spirit Block, Sunspear, and True Weapon.

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

Combat Actions	3	Armour: 5 points holy shield. No Armour
Damage Modifier	+1D2	Penalty.
Magic Points	14	Traits: Magic Sense, Dark Sight
Movement	8m	
Strike Rank	+13	Common Skills: Athletics 80%, Brawn 70%, Evade 85%, Insight 70%, Perception 90%, Persistence 80%, Resilience 70%, Stealth 90%, Unarmed 90%  Advanced Skills: Meditation 80%, Track 86%

Magic skills: Pact 99%, Lore (Holy Source)

Combat Styles Holy Thunder Force (Divine Force) 97%

### Weapons

Type	Range	Size	Reach	Damage	AP/HP
Divine Force	80m	M		1D6+1D2 Special (see above)	As for Arm

98%



## Sapphire Beetle

The creature is, at first glance, beautiful... a glistening ovoid of deepest blue, three feet long, with sparkling lights of faint azure glistening deep within it. As it moves, the glistening claws and whirring, stone-devouring teeth become more evident, and its beauty becomes akin to that of a rattlesnake or poison toad, a lure to the unwary.

Sapphire beetles are creatures born out in the swirling eddy of creation from the elemental power of earth and often venture to the material plane through natural fissures. Their central bodies seem to be composed of a single massive blue gemstone, inhumanly smooth and polished, with their legs and other body parts made of smaller stones, moving with organic smoothness. When necessary, they can split their carapace to reveal wings of shimmering stone and solid plates of gemstone so thin as to be nearly translucent. Since they are very poor flyers, they only take to the air in emergencies or when they need to reach food.

They are not necessarily aggressive, but are extraordinarily vicious fighters, and not at all averse to defending themselves to the utmost if attacked or disturbed.

They are lithivores, capable of surviving on any rock or stone, but have a special love for gems. They will seek out rocks rich in diamonds, rubies, emeralds and other precious stones, and devour them. A small group of sapphire beetles can turn a profitable mine into a worthless maze of tunnels in a few weeks. For this reason, they are considered pests by dwarves and other mining races and this, in turn, creates a market for extermination services. The importation of sapphire beetles into human cities is usually a capital crime.

There are some uses for the creatures, however. They excrete a sort of gemstone dust, powdered much more finely than most mechanical grinders can manage, which is of use in many magical rituals. A few dwarves, considered more foolish than enterprising, have attempted to train them as gem sniffers, much as humans train pigs to look for truffles.

Sapphire beetles speak an earthen dialect perhaps related to elementals, but rarely have much to say. Their appetite rules everything they do, and trying to convince one to abandon a particular food source takes a great deal of perseverance – tests to do this are usually Hard or Very Hard.

The treasure of a sapphire beetle will be in the form of undigested gems found in its stomach.

#### Combat Notes

Sapphire beetles will ignore organic life unless they are themselves attacked, or if the beings are wearing more than 1,000 SP worth of jewellery. Once engaged in combat, they are vicious, biting and clawing with vigour, and using their Sapphire Burst ability to full advantage.

**Sapphire Burst:** POW/4 (rounded up) times per day, a sapphire beetle can emit a blinding, searing, burst of light. This takes the form of an 8 metre radius burst. All those in the area, other than sapphire beetles, must make a Difficult Resilience test or be blinded for 1D6 rounds. They must also make a Difficult Evade test or take 1D6 points of searing fire damage from the creature's attack.

**Gem Sense:** The sapphire beetle is capable of sensing gems, including their type and value, with extraordinary skill. It automatically knows the general concentration of gem stones within one mile, and can identify specific stones and types within 36 metres.

	Dice	Average	1D20	Hit Location	AP/HP		
STR	3D6+7	18	1	Right Rear Leg	5/4		
CON	2D6+7	14	2	Left Rear Leg	5/4		
SIZ	4	4	3	Right Middle Leg	5/3		
INT	6	6	4	Left Middle Leg	5/3		
POW	2D6+7	14	5-9	Abdomen	5/5		
DEX	1D6+7	11	10-13	Thorax	5/6		
			14	Right Front Leg	5/4		
			15	Left Front Leg	5/4		
			16-20	Head	5/4		
Combat Actions		2	Armour: Q	Armour: Gemstone exoskeleton, no Armour			
Damage	Modifier	+0	i charty.	Tenarty.			
Magic I	Points	14		Traits: Wall Waking, Formidable Natural			
Movement		10m (Fly 25m)	Weapons				
Strike Rank +9		Common Skills: Athletics 70%, Evade 80%, Insight 50%, Perception 70%, Persistence 71%, Resilience 99%, Stealth 73% Advanced Skills: Track 77%					

Combat Styles
Blue Beetle (Mandibles) 91%

Туре	Range	Size	Reach	Damage	AP/HP
Mandibles		S	T	1D6	As for Head



## Searfellow

You can dimly make out a shimmering heat haze moving towards you, like a pillar of invisible flame.

Searfellows are odd creatures who are natural denizens of any extremely hot place or plane. They are composed entirely of potent sources of heat and sages have tried for centuries to fully understand them. They are bitter and hateful creatures, who actively enjoy burning other beings to death with their touch. They are not especially bright, and can spend hours roasting a dead corpse until there is nothing left but ash. They are also easily confused by changing situations; a searfellow who wanders into a town and sets it alight will then blunder wildly through the streets, drunk on a sense-field of radically shifting heat sources. This lack of discipline makes them unpopular servants, although many powerful beings and elementals of fire can employ them as bodyguards or sometimes torturers.

Searfellows are deathly afraid of water and will not willingly approach or cross it.

#### Combat Notes

A searfellow need only walk through a battlefield to cause havoc, as their mere presence causes fires to start, metal to melt, and flesh to burn and blister. They are confident in their combination of immateriality and near-invisibility – it is a rare foe indeed that can both perceive and injure a searfellow.

**Searing Touch:** An unarmed attack from a searfellow deals 2D6 points of fire damage to the target. Furthermore, if the target is wearing metal armour, that creature must make a Routine Evade test or take 1D6 extra damage instead as the metal heats up.

**Searing Body:** A powerful haze of heat surrounds the creature; those who get close enough to attack in melee must make a Hard Resilience test or suffer damage at 2D6 points per location each Combat Round. Metal armour and weapons can take damage from the intense heat, losing 1 AP per round. Weapons then lose 2D6 HP per round of combat until destroyed. Wooden weapons combust instantly.

**Haze:** A searfellow is nigh on invisible and very tricky to hit. They appear as no more than a heat haze in combat and are extremely dangerous to fight. Each Combat Round an attacker must make a Difficult Perception test to be able to strike at the searfellow without penalty. Failure means that all combat rolls are treated as Hard.

**Water Vulnerability:** A searfellow is deathly afraid of water. They must make a Hard Persistence test to approach a lake or other such large source. If they are immersed in the water they are instantly destroyed. Treat water as Concentrated Acid on page 76 of the *Legend Core Rulebook* for purposes of resolving damage against searfellows.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+3	7	1-20	Pillar of Flame	X/6
CON	2D6+9	16			
SIZ	3D6	11			
INT	2D6	7			
POW	2D6+7	14			
DEX	2D6+9	16			
CHA	3D6+1	12			

Combat Actions	2	Armour: None
Damage Modifier	-1D6	
Magic Points	14	Traits: Life Sense
Movement	10m (15	
Strike Rank	fly) +11	Common Skills: Athletics 80%, Evade 97%, Insight 57%, Perception 80%, Persistence 72%, Resilience 81%, Stealth 99%

Combat Styles Burning Ambition (Unarmed) 87%

Туре	Range	Size	Reach	Damage	AP/HP
Unarmed	-	S	T	1D6 Special (see above)	As for Arm



### Sentine1

On the mountain peak, you see a titanic stone figure, roughly the shape of a humanoid. Its limbs are blocky and weathered; its face is a blank apart from a single huge gemstone eye.

Sentinels are as old as the ancient granite mountains they stand on; the civilisation, race and age that birthed them are dust a million times over. All the stars have changed since they were made. Their purpose is lost in time and the few sages who study the cryptic sentinels suggest they were made to mark borders of some cyclopean kingdom, although others believe the sentinel's placement atop the highest peaks indicate they were built to watch or guard against something among the stars.

A sentinel is a massive construct, always found standing on a mountaintop or atop some other huge structure, such as a pyramid. Some stare fixedly in a particular direction; others rotate steadily, sweeping their magical gaze across the land below. The area around a sentinel is easy to spot as it is utterly lifeless and abandoned, at least on the surface. Some races build fortresses underneath mountains guarded by sentinels, as the gaze does not penetrate deeply into the stone.

The eye of a sentinel is a rare prize indeed; while the power of the gaze is lost when the sentinel is smashed, the eye is still capable of channelling almost any amount of magical energy and so is valuable to wizards and artificers engaged in crafting powerful devices. Such an eye might be sold for 25,000 or more SP.

#### Combat Notes

Sentinels regard all living or animated things as hostile and annihilate them with their magical gaze. In rare cases where the gaze is not enough, such as foes protected by any magical protection strong enough to deflect its gaze, the sentinel ponderously uproots itself for the first time in aeons and slowly remembers how to smash foes with its massive fists.

**Sentinel's Gaze:** This is a cone 600 metres in length and width at its widest point, emanating from the sentinel's eye. It is constantly active. Anyone caught in the open is automatically struck by the cone; if cover is nearby, characters can make a Routine Evade test to duck behind it. At least three inches of stone or one inch of metal is needed to provide cover against the gaze. A character does not need to look into the sentinel's eye to be affected. The sentinel can choose to switch off its gaze, or narrow the area of effect into a smaller cone if it wishes.

The effects of the sentinel's gaze vary and the sentinel can choose any of the following effects.

- Diminish (characteristic): The Sentinel can cast this as though it has a Sorcery skill of 97% and a Manipulation skill of 100% - it can choose one characteristic per Combat Round as its gaze moves.
- Damaging Glare: Anyone caught in the gaze must make an immediate Hard Resilience test or take 3D6 damage per location. This effect functions per round until the sentinel shifts its gaze.
- Anti-magic: No magical effect can function within the sentinel's gaze.
- Fear: Anyone caught in the gaze must make a Difficult Persistence test or flee until
  they are outside the gaze's area of effect. This is a mind-affecting fear effect.

**Teleport:** Instead of using its gaze ability as above, the sentinel can teleport to any point within 600 metres that it can see clearly.

	Dice	Average	1D20	Hit Location	AP/HP
STR	9D6+18	50	1-3	Right Leg	8/14
CON	6D6+18	39	4-6	Left Leg	8/14
SIZ	9D6+18	50	7-9	Abdomen	8/15
INT	3D6+6	17	10-12	Chest	8/16
POW	4D6+1	15	13-15	Right Arm	8/13
DEX	2D6+3	10	16-18	Left Arm	8/13
CHA	2D6	7	19-20	Head	8/14

Combat Actions	3	Armour: Supernaturally hard stone. No
Damage Modifier	+2D12	Armour Penalty.
Magic Points	15	Traits: Earth Sense, Life Sense, Magic Sense
Movement	10m	
Strike Rank	+14	Common Skills: Athletics 70%, Evade 50%, Insight 50%, Perception 120%, Persistence 100%, Resilience 110%, Unarmed 120%

# Combat Styles Sentinel Marvel (Fists) 120%

Type	Range	Size	Reach	Damage	AP/HP
Fists		E	VL	1D6+2D12 Sunder	As for Arm

## Swamp Giant

The stillness of the swamp is broken as a monstrous head appears out of the murky depths. In seconds, the entire creature has emerged, a massive humanoid, drenched and muck-covered, bellowing his challenge to those who would invade his land.

Swamp giants dwell in the deepest parts of the swamps, where they have room to shape their underwater lairs without breaking the surface or otherwise revealing their presence. Though cruel and brutal by nature, they do not seek conflict, but show no mercy to those who enter their domain. They are slightly bigger than ogres, making them among the smaller of the true giants. Their bodies are hairless, except for a matted tangle of close-cropped black or brown hair on their heads, and their hands and feet are webbed. They dress in rough hides and carry weapons strapped to their backs.

Swamp giants are pure carnivores. Mostly, they feed off the rich animal life of the swamps, but will happily enrich their diet with passing humanoids. If approached from a position of strength, they can sometimes be bribed into serving as guides to the deeper parts of their murky realm.

Swamp giants normally live alone or in single family groups. Rarely, if the conditions are particularly rich, a band will settle in one place as a tribe.

#### Combat Notes

Swamp giants will lurk under the water until the time is right to strike. While not particularly intelligent, they are smart enough to observe a group entering the swamp in order to gauge their power, and avoid those who clearly outclass them. They will attack first by hurling muck, followed by one of the two spears they habitually carry, then finally close to melee range. If there is a group of swamp giants, half will close to melee while the others hurl muck to keep opponents off-balance.

**Muck:** Swamp giants have mastered the art of picking up huge handfuls of sodden muck and hurling it at their foes. The muck will splash four metres in every direction from the target. Those in the area of effect must make a Routine Evade test to get out of the way, or be knocked over and blinded for 2D6 rounds.

**Water Breathing:** Swamp giants can breathe water and air equally well. They can survive indefinitely either submerged or on land.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+16	23	1-3	Right Leg	1/8
CON	2D6+12	19	4-6	Left Leg	1/8
SIZ	2D6+14	21	7-9	Abdomen	1/9
INT	2D6+1	8	10-12	Chest	1/10
POW	2D6+3	10	13-15	Right Arm	1/7
DEX	2D6+2	9	16-18	Left Arm	1/7
CHA	2D6+1	8	19-20	Head	-/8

Combat Actions	2	Armour: Hide Armour2 Armour Penalty.
Damage Modifier	+1D8	
Magic Points	10	Traits: Dark Sense, Night Sight
Movement	10m	
Strike Rank	+7 (+9 armoured)	Common Skills: Athletics 49%, Evade 45%, Perception 43%, Persistence 50%, Resilience 88%, Stealth 30%, Swim 70%, Unarmed 50%

Combat Styles Swamp Dweller (Longspear, Muck Thrower) 82%

Type	Range	Size	Reach	Damage	AP/HP
Muck Throw	10m	L		1D3+1D8 Blindness	As for Arm
Longspear		L	VL	1D10+1 +1D8 Impale	4/10

## Thing in the Lake

The water boils and half-a-dozen slimy tentacles explode out of it. The writhing tentacles seem to be sheathed in a shell of liquid that clings to them as if magically constrained.

These ghastly lake monsters seem to be related to octopi or squids, but have the magical ability to thrive in any body of water, from the frozen seas of the north to stagnant ponds in the lightless depths of the underworld. They can fast for centuries by drawing nutrients from the surrounding water but prefer to feed on meat and fish.

Things in the lake have never been clearly seen, as they are always surrounded by a shell of murky water and slime. They can magically manipulate the tension of the water, keeping a shell around themselves even when crawling out of the lake. This magical field collapses when the thing is slain, but the moment it is exposed to the air, it shrivels and dries out, being transformed like a creature drawn up from the depths of the ocean.

Underwater races sometimes cultivate things in the lake, putting their water-controlling abilities to good use in building castles and fortresses out of magically constrained water. The horrors make excellent guardians and watchdogs, although it is exceedingly difficult to teach them to distinguish between friend and foe.

#### Combat Notes

The things use their slimy tentacles to grab and drown people. They prepare the area first by creating a wall of water in front of them, giving them cover using their Control Water ability. They then lash out with their tentacles, hoping to grab and drown enemies.

**Tentacles:** Things have eight long sinuous tentacles, which have a reach of 8 metres.

**Grabby:** The thing is tenacious and if it manages to hit the same target in combat with two or more of its tentacles, it may attempt to grapple.

**Drowner:** If the thing manages to grapple an opponent it can do two things, using a Combat Action. It may cause 2D6 damage by constricting the target, usually to the chest or abdomen or both, and then drag them down underwater. Use the standard rules in the *Legend Core Rulebook* on page 76.

**Tremorsense:** A thing can sense minute vibrations in the water, allowing it to detect the movement of any creatures within 35 metres in the same body of water.

**Control Water:** The thing can use an ability similar to the Sorcery spell: Form/Set (Water) on page 200 of the *Legend Core Rulebook*. It has a Sorcery skill of 100% and a Manipulation skill of 100%. It can also make rudimentary constructs from water without the use of that spell; these are advanced powers and allow it to build a castle or a fortress from magically hardened water. If the thing dies, all its watery constructs go down with it.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+18	39	1-2	Left Tentacle 1	7/9
CON	4D6+6	20	3-4 5-6	Right Tentacle 2 Left Tentacle 3	7/9 7/9
SIZ	3D6+14	25	7-8 9-10	Right Tentacle 4 Body	7/9 7/11
INT	5	5	11-12	Left Tentacle 5	7/9
POW	6	6	13-14	Right Tentacle 6	7/9
DEX	2D6+5	12	15-16	Left Tentacle 7	7/9
CHA	1	1	17-18	Right Tentacle 8	7/9
			19-20	Maw	7/9
Combat Actions  Damage Modifier		3 +2D6	Armour: 7 points of enchanted water armo		
Magic P	oints	6	Traits: Da	ark Sight	
Moveme	nt	15m swim			
Strike Ra	ank	+9	Insight 2	Skills: Athletics 60%, 20%, Perception 75% silience 91%, Swim 120	, Persistence

Combat Styles
Poor Bill (Tentacles, Bite) 93%

Туре	Range	Size	Reach	Damage	AP/HP
Bite		L	M	1D8+2D6	As for Head
Tentacles		L	VL	1D6+2D6 Special (see above)	As for Arm

## Thorn Sprite

A tiny winged humanoid, with glistening dragonfly wings, its features curled in a malicious sneer, glares balefully for a second before flitting into a thick cluster of thornbushes.

In the most twisted brambles and impenetrable thickets dwell thorn sprites, malicious fey creatures that delight in inflicting pain on passers-by. They are six to eight inches in height and impossibly thin, with dragonfly-like wings and sharply pointed features. Their fingers and toes seem too long for their bodies, and their skin is rough to the touch, like fine sandpaper. Their hair tends to be black and is usually cut in a ragged pattern.

Thorn sprites live in tangled, thorny, places, amid rosebushes, nettles, thistles and any other plants with sharp spikes. They do not seek out victims but, should any outsider happen into their realm, they will harass and kill him, unless he brings great gifts, wields great power, or both.

Politically, thorn sprites dwell in shires, ruled over by a baron and baroness chosen by ancient and complex rituals. They follow a slightly corrupted version of the druidic faith, and will sometimes trade with other fey or dwellers in the dark woods with temperaments similar to their own.

Rarely, a thorn sprite will be exiled or voluntarily leave his shire. Sometimes this will occur because of a political squabble, other times, because the sprite was somewhat less inclined to malicious cruelty than his fellows.

#### Combat Notes

Thorn sprites avoid direct confrontation. They attack unseen, from deep within their thorny holdfasts, until their opponents have been killed or forced to flee. Rooting them out is difficult, as the thorn mazes in which they dwell provide sufficient cover to grant a –20% penalty to enemy attacks. A thorn sprite forced into melee against all but the weakest foes will flee or bargain feverishly for its life. Of course, it is almost certain to forego any such deal once it feels safe.

**Poison:** POW/4 (rounded up) times per day the thorn sprite may spit a poison onto its arrows. This poison is extremely dangerous and mimics the effects of Potent Snake Venom from the *Legend Core Rulebook* on page 81.

**Thorn Eruption:** POW/4 (rounded up) times per day, the thorn sprite can cause sharp, lethal spikes to erupt from nearly any non-living object it can see, within 15 metres. These will deal 1D4 points of damage to the wielder per round that the item is held or worn. In the case of armour, these spikes can be forced to grow on the inside. A weapon's hilt can become thorn covered in a matter of seconds, while an important item can be covered in sharp thorns, and so on. If this power is used on armour then all the armoured locations take 1D4 damage per round. If the wielder drops the item, they do not take any damage.

Impaling Immunity: A thorn sprite is immune to the Impale effect.

**Bramblemove:** A thorn sprite can move at their full ground or flight speed through any undergrowth, no matter how tangled. They are unaffected by any spells which cause natural matter to try and entangle them. They can be caught by spider's webs and the like.

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

Combat Actions	3	Armour: 3 point thorn armour. No Armour
Damage Modifier	-1D4	Penalty.
Magic Points	15	Traits: Life Sense, Magic Sense, Dark Sight
Movement	4m (10m fly)	
Strike Rank	+16	Common Skills: Athletics 90%, Evade 83%, Insight 40%, Perception 90%, Persistence 80%, Resilience 60%, Stealth 99% Advanced Skills: Survival 90%, Track 80%

Combat Styles
Thornchild (Claws, Sprite Short bow) 70%

Туре	Range	Size	Reach	Damage	AP/HP
Claw		Τ	T	1D3-1D4	As for Arm
Sprite Short bow	40m	S		1D4-1D4 Impale + Poison (see above)	2/4



### Thunderbird

This creature looks like a blue-black crow crossed with a roc, with a wingspan of a many metres. Energy crackles around its claws and beak, and a strong wind sweeps past its dark feathers.

Thunderbirds may be descended from elementals in ages past but are now wholly creatures of the mundane planes. They ride the storm winds ahead of great cyclones and tempests, and are considered beings of ill omen by sailors and astrologers alike. They have little interest in the land below the clouds, although occasionally a young thunderbird will be caught by a downdraft and circle into the thick and heavy lower reaches of the air. They nest atop the highest mountains in great communal eyries. Due to their magical nature, thunderbird eggs do not hatch easily; they require vast bursts of electrical energy to crack their storm-grey shells. To hatch their clutches, thunderbirds use their Weather Mastery ability to herd storms into their mountains. There, surrounded by the crackling of thunderbolts, the birds channel the full fury of the storm into their offspring.

Rocs prey on thunderbirds; they fall upon an unsuspecting flock and scatter them, then swoop down and catch the slowest. For their part, the thunderbirds gather much of their energy from the storm clouds around them. The rest of their diet is meat and carrion.

Wizards and savants are interested in thunderbirds for their supernatural and electrical qualities. Thunderbird feathers and eggs are commonly used in magical devices for weather control and hurling lightning. Furthermore, a stolen egg can be used as a lure to bring other thunderbirds down to the lowlands, where they can be captured using metal nets or warriors shielded against electricity. A thunderbird egg sells for 1,000 SP on average, although evokers with a fascination for electrical effects will pay considerably more.

#### Combat Notes

The normal tactics of a flock of thunderbirds is to whip up a storm as fast as they can, then blast their foe with a barrage of thunderbolts. Where such an assault is impossible, they simply swoop down and claw at the enemy.

**Thunderbolts:** Every POW/4 (rounded up) times a day a thunderbird can use their power to launch an electrical attack at their enemies. This has a range of 36 metres and does 3D6 points of damage.

**Weather Mastery:** POW/4 times per day a thunderbird may use a Combat Action to control the weather around it, changing the weather pattern into a storm and using that storm to enhance its abilities. While the storm is active, the bird's Thunderbolts now do 4D6 damage. They may increase the wind to that of hurricane strength, as on page 232 of the *Legend Core Rulebook*. Doing either costs a Combat Action to initiate. The storm can be several kilometres across depending how many thunderbirds there are.

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6+30	100	1-3	Right Claw	7/26
CON	4D6+21	35	4-6	Left Claw	7/26
SIZ	20D6+30	100	7-9	Body	7/28
INT	4	4	10-12	Breast	7/29
POW	3D6	11	13-15	Right Wing	7/26
DEX	3D6	11	16-18	Left Wing	7/26
			19-20	Head	7/27

Combat Actions  Damage Modifier	2 +4D12	Armour: 7 point elemental (wind) armour with hide and feathers. No Armour Penalty
Magic Points  Movement	11 12m/25m	Traits: Formidable Natural Weapons
Strike Rank	+10	Common Skills: Athletics 111%, Brawn 205%, Evade 60%, Perception 70%, Persistence 54%, Resilience 110%

Combat Styles Thunder Thunder (Peck, Claw) 80%

Type	Range	Size	Reach	Damage	AP/HP
Peck		E	VL	1D10+4D12	As for Head
Claw		E	VL	1D8+1+4D12	As for Claw



### Trash Rat

The tiny figure skitters on the edge of sight, sensed more than seen. When finally confronted, it appears to be a very large rat... but a rat in a half-standing pose, its hind legs somewhat adapted for bipedal motion, and one whose forepaws hold a tiny spear, whose eyes contain the unmistakable glint of thought.

Most large cities give little thought to their dumps, or what might go into them. Generations of alchemical waste, discharged magical items, bits of broken golems and so forth, suffuse large urban trash dumps with a slight, but very real, magical aura. This can have a variety of effects on the life forms which dwell among the rot. Trash rats are one of the most common.

Trash rats are semi-humanoid rats, not quite as intelligent as humans but on a reasonable par with orcs and the like. Without the physical might of the orc or the ogre, they rely on speed and cunning to survive. Not evil, but utterly without concern for the property of other people, they are somewhere between pest and competitor to the humans in whose cities they evolved.

Rogues guilds often will come to terms with trash rats, even to the point of setting aside sectors of the city to be their turf. Other times, the competition is brutal, with both sides raising the stakes until war spills out of the slums and into the merchant's and noble's quarters.

Trash rats equip themselves with what they can scavenge. Tiny spears made from cast-off bits of wood and metal are a preferred weapon. A human's dagger makes a fine long sword, while the scraps a leatherworker throws away can be shaped into effective armour.

#### Combat Notes

Trash rats rely on stealth, numbers and trickery to win fights, swarming onto rooftops or down alleys to launch volley after volley of spears. They will avoid going toe-to-toe with anything much larger than a small frog if possible.

**Poison Resistant:** Due to the environment in which they live, trash rats gain a +30% bonus when making tests against poisons.

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

Combat Actions	2	Armour: None
Damage Modifier	-1D4	
Magic Points	10	Traits: Dark Sight
Movement	5m	
Strike Rank	+12	Common Skills: Athletics 60%, Brawn 40%,
		Evade 74%, Perception 80%, Persistence 66%,
		Resilience 59%, Stealth 83%, Swim 66%,
		Unarmed 77%

Combat Styles Ratty (Small Javelin, Unarmed) 77%

Туре	Range	Size	Reach	Damage	AP/HP
Unarmed		T	T	1D3-1D4	As for Head
Small Javelin	15m	S	-	1D6-1D4	2/4



## Unraveller

All you can see is a cloud of inky darkness, supported on four huge whirlwinds of dark air-like ropy legs. A maw of lightning opens and closes at one end. It seems more real than you can comfortably perceive, as if you are but a shadow and it is all that ever was.

When the end of all things comes, when the gods are dead and the stars tire of their courses in the sky and fall to earth, when the last battle is fought and there is no more time, then shall the unravellers awake. They are the enders, the things made in the beginning to scour all-that-is clean of all-that-is and leave the universe utterly empty and dark. They are not the apocalypse; they are what comes after, to clean up the debris.

Sometimes, they wake up early.

An unraveller is a concentrated knot of nothingness, a pure devouring maw of unimaginable dark energy. Their very presence causes reality to splinter and divide and unravel into its component parts. A sword struck by an unraveller becomes somehow less real, as if every moment of its existence was suddenly disconnected from every other and it was now nothing more than the memory or dream of a sword that could be. A man struck by an unraveller begins to doubt his past, his future slips away, and his very frame becomes insubstantial. Once the unraveller has torn the reality of an object or a creature apart, it devours the component fragments and grows stronger.

They are not very bright creatures as there is so little of them that higher consciousness is impossible, for how can a being think when it devours its own thoughts instantly. They can communicate through telepathy, which feels like spears of ice driven into the brain of those contacted by them. They are drawn to places of great life and complexity, like cities, as such places take the longest to demolish.

#### Combat Notes

It may be impossible to actually kill an unraveller. Certainly, enough damage can be done to the creatures to cause them to disintegrate, but perhaps they reform from nothingness when the last trumpet sounds and they arise to perform their appointed task. It matters little.

Unravellers exude an aura that saps the very reality of those around it; this is referred to as the process of unravelling. This is their primary mode of attack – the unraveller stands close, occasionally opening its mouth to suck up the unravelled pieces of reality around it. Particularly troublesome knots of being are torn apart by its tentacles.

**Unravelling Presence:** Any creature within 76 metres of an unraveller needs to make a Difficult Persistence test each round. Failure results in the loss of a skill drained 5%. Only when out of an unraveller's presence aura does the creature recovers the lost skill points at the rate of 5% per hour of rest. The affected creature that loses all points in a skill loses that skill for good until retrained. It is as though their very memories are being devoured.

**Unravelling Touch:** Any creature struck by an unraveller must make a Difficult Persistence test, or suffer the effects of unravelling presence. In addition, any magical item on their person has a 20% (+5% per lost skill point) chance of being destroyed as it is unravelled into its component tatters of reality. So a creature who has a magical sword and has lost 15% in a skill will find their precious item vanishing with a 35% chance.

**Devour Substance:** POW/4 (rounded up) times per day an unraveller can use a Combat Action to do nothing except suck in broken reality around it. It will regain 5 HP across all locations this way.

**Unravel Spell:** Within 80 metres an unraveller can counter and dispel any spell cast at it, it cannot affect more than one spell and can only use this ability for POW/4 times per combat.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+19	40	1-3	Right Tentacle	5/12
CON	4D6+11	25	4-6	Left Tentacle	5/12
SIZ	3D6+21	32	7-9	Upper Body	5/13
INT	4	4	10-12	Lower Body	5/14
POW	1D6+6	10	13-15	Right Tentacle	5/11
DEX	1D6+6	10	16-18	Left Tentacle	5/11
			19-20	Maw	5/12

Combat Actions	2	Armour: 5 points of fractured reality. No
Damage Modifier	+2D8	Armour Penalty
Magic Points	10	Traits: Dark Sight, Life Sense, Magic Sense
Movement	25m	
Strike Rank	+7	Common Skills: Athletics 90%, Brawn 89%, Evade 50%, Perception 60%, Persistence 52%, Resilience 80%, Stealth 99%

Combat Styles Dark Unraveller (Tentacles, Maw) 100%

Type	Range	Size	Reach	Damage	AP/HP
Maw		L	Н	1D12+2D8 Special	As for Maw
Tentacle		L	VL	1D8+2D8 Special	As for Tentacle



#### Vein

This obscenity cannot be, and yet, it is. It is the heart and circulatory passages of a man, without bone, muscle or skin, and it leaves the ground sodden with blood with every step.

Veins are creatures of another place and time; they are monsters of nightmare who dwell in a place of fleshy walls and seas made from the very blood of life. They are guardians of these seas and patrol them endlessly looking for interlopers. Some veins become bored and begin to search for a way into other worlds, and those who slip through the cracks soon find plenty to occupy themselves as they become enmeshed in the other worlds' life. No one really knows what motivates them besides the sight of blood and viscera. In this way they are often drawn to history's most bloody and brutal battles or such places as gladiatorial arenas and execution sites. They like to hunt, but do so slowly and stalk a victim for days – they often drag really evil souls back to their dimension and imprison them in their own personal lair.

#### Combat Notes

Veins are unnaturally swift and agile, their bodies able to twist and bend beyond the boundaries of bone and muscle. While they can strike with their fists, their preferred attack is via the Bloodgush. They also enjoy seeing the effects of their Arterial Spray on attackers, and will often permit a blade-wielding attacker to close if they conclude he is no real threat.

**Bloodgush:** POW/4 (rounded up) times per day the vein can let loose a spray of corrupted blood which acts like strong acid against a victim. The range of the attack is 15 metres and the vein's foul spew can only be cleansed by magical means. The victim must be blessed by a priest and only then will magical healing of any kind work on him. Acid rules are found on page 76 of the *Legend Core Rulebook*.

**Arterial Spray:** Any attack on a vein splits the creature's thin invisible skin, showering the victim with acidic blood (treated as strong acid). A successful Difficult Evade test avoids this spray.

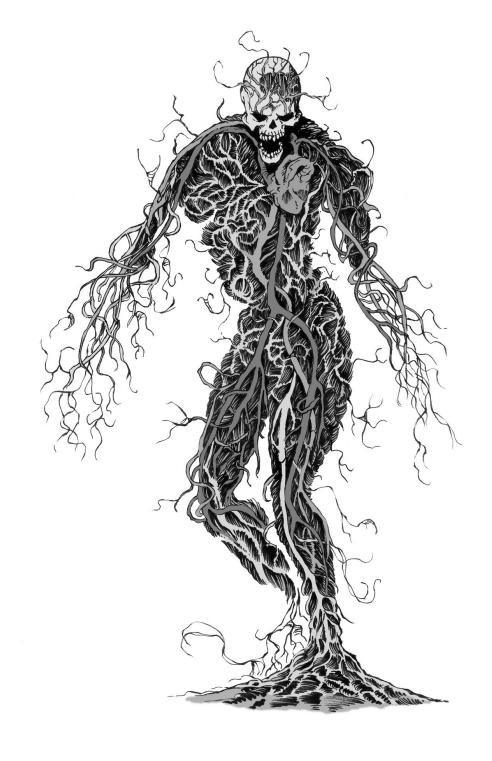
**Repulsive:** All attacks against the vein suffer a penalty of -30% due to the repulsive nature of the creature unless an attacker succeeds a Difficult Persistence test.

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

Combat Actions	3	Armour: None
Damage Modifier	+1D2	
Magic Points	12	Traits: None
Movement	8m	
Strike Rank	+14	Common Skills: Athletics 100%, Brawn 80%, Evade 92%, Perception 100%, Persistence 97%, Resilience 80%, Stealth 88% Advanced Skills: Track 89%

# Combat Styles Bloody Fist (Unarmed) 112%

Туре	Range	Size	Reach	Damage	AP/HP
Unarmed		S	T	1D3+1D2 Special	As for Arm



### Volcano Giant

Smoke and ash enshroud you, making vision difficult if not impossible. At first, the solid form behind the mists seems to be just an outcropping of rock. Then it moves forward, striding out of the thick smoke, a gargantuan, grey and crimson human figure wielding a sword of obsidian, and clad in scaled red volcanic stone. He walks across a rivulet of lava, ignoring the heat of the molten rock, leaving footprints of fire behind him.

Volcano giants are tremendous creatures who dwell primarily in the cones of semi-active volcanoes, their villages surrounding the pits of lava the way early human villages surrounded lakes. They feed off the strange creatures which call the molten rock their home, but also venture down the slopes of the mountain to hunt bear, goat or man as the mood strikes them. Cruel and violent, but also somewhat lazy, it is rare for them to travel far from their homes merely to attack, which makes them a tolerable threat – unless their volcano home becomes too active for them to stay, in which case, the migrating village becomes a blazing force of devastation, burning a path of terror as they trek in search of a new home.

#### Combat Notes

If attacked in or near their homes, volcano giants will dive into the nearest pool of molten rock in order to use their lava armour ability. Once this is done, they will begin by hurling rocks in order to disable or wound as many foes as possible. They prefer to have the enemy come to them but if they are under ranged attack and run out of burning rocks, they will close to melee and begin laying about with their clubs. Their ability to set nearby terrain on fire is a great asset when they are battling outside their barren, rocky holdfasts, as smoke and flame will disorient most foes while bothering the giants not at all.

**Searing Skin:** The skin of a volcano giant is blisteringly hot. Anyone making an unarmed attack against one must make a Difficult Resilience test or take 1D6+2 fire damage as flames and heat prove intolerable. Any flammable material in an eight metre radius of the giant can catch fire due to the heat exuded by the creatures; they often leave vast wakes of blazing forest in their path as they travel.

**Volcanic Armour:** A volcano giant can immerse itself into a pit of lava as a Combat Action, emerging a few rounds later covered from head to foot in a massive layer of volcanic armour which provides 5 points of armour per location and does not impact the giant's Strike Rank. This boosts the power of Searing Skin and all creatures within 15 metres of the giant must make Hard Resilience tests or take 1D6 points of fire damage across all locations. All non-magical weapons which strike the volcano giant when so armoured have a 10% chance of being destroyed. Wooden weapons, like quarterstaves, burst into flames instantly.

The volcanic armour can be sustained for 3D4 rounds before it cools and cracks away.

**Lava Habitat:** Volcano giants are not bothered by gas, nor poisonous vapours and they can swim in lava/hot metal as though it were water.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+16	30	1-3	Right Leg	5/11
CON	4D6+10	24	4-6	Left Leg	5/11
SIZ	2D6+20	27	7-9	Abdomen	5/12
INT	2D6+1	8	10-12	Chest	5/13
POW	3D6	11	13-15	Right Arm	5/10
DEX	2D6+3	10	16-18	Left Arm	5/10
CHA	2D6+3	10	19-20	Head	5/11

Combat Actions	2	Armour: 5 point supernatural rock. No
Damage Modifier	+1D12	Armour Penalty.
Magic Points	11	Traits: None.
Movement	10m	
Strike Rank	+9	Common Skills: Athletics 70%, Evade 75%,
		Perception 77%, Persistence 60%, Resilience
		90%, Unarmed 80%

# Combat Styles Fire Lord (Great Sword) 90%

Type	Range	Size	Reach	Damage	AP/HP
Great Sword		Н	L	2D8+1D12 Bleed, Impale, Sunder	6/12



### Wastedwellers

The figure is so wrapped in clothing that it is impossible to see anything other than a roughly humanoid shape. Only the eyes, yellow as fine topaz, peek through the facial wrappings. Then he unwraps his face, revealing a head with the features of a man, but seemingly carven from granite given something of the softness of flesh.

Wastedwellers are so-named because they live in the most barren and inhospitable places in the world, in windswept and rocky deserts or barren, near-lifeless mountain peaks. They are not an evil people but they do not like having anything to do with other races, whom they consider either weak and soft or crude and barbaric.

They are of human size and shape, but their skin has the colour and rough feel of polished granite, though it moves much as flesh does and is not immune to slashing blades or crushing blows. Their eyes are usually yellow or light tan, and their hair ranges from a grey so light as to be almost white to so dark as to be near black, but no truly white or black hair has ever been seen. They do not grow facial hair. Their features are hard but not essentially unattractive, and they embody the full range of facial types, from hideous to beautiful.

Culturally, they are stoic, disciplined and isolationist. They seek no contact with outsiders and will deal with them, if necessary, only in accordance to strict protocols and procedures. Their interactions among themselves are likewise governed by strict laws, with a policy for every possible dealing and formal guidelines for every interaction from morning greetings to intimacy. Outsiders find this a very tricky society to fathom and thus all Culture tests and interaction tests within the society are subject to a penalty, starting at Difficult. For every misstep or faux pas, the penalty increases one step downward.

They are omnivores, living by hunting and gathering. They need relatively little food or drink compared to most life, which is the only thing enabling them to live and prosper in the harsh realms they call home.

Wastedwellers are rumoured to have come from an elemental plane which has ties to earth.

#### Combat Notes

Wastedwellers neither seek combat nor run from it. They do enjoy proving their strength and endurance in battle, and so may lean toward a violent solution when not absolutely required, but they are not an especially warlike people. Once battle is joined, they fight fearlessly and mercilessly, but not stupidly. If losing badly, they will break from battle if doing so will not mean exposing the rest of the tribe or village to danger. If combat is anticipated, they will take full tactical advantage of the terrain and their abilities.

**Poison Resistance:** Wastedwellers gain a +30% bonus to their Resilience tests to stave off the effects of poison.

**Hardy:** Wastedwellers need only one-quarter as much food or water as other humanoids. They take half as much time to find sources of food and water, and their Survival tests are made with a +40% bonus.

**Earthy Connection:** Wastedwellers can use the Form/Set Earth spell on page 200 of the *Legend Core Rulebook* as though they had a Sorcery skill of 75% and a Manipulation skill of 85%.

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

Combat Actions	2	Armour: Light Leather. No Armour Penalty.
Damage Modifier	+0	
Magic Points	11	Traits: Earth Sense
Movement	8m	
Strike Rank	+11 (+9 when Amoured)	Common Skills: Athletics 75%, Brawn 90%, Evade 77%, Perception 99%, Persistence 88%, Resilience 100%, Stealth 71%, Unarmed 80%  Advanced Skills: Survival 99%, Track 80%

Combat Styles Desert Warrior (Longsword, Spear) 80%

Type	Range	Size	Reach	Damage	AP/HP
Longsword		M/L	L/L	1D8 / 1D10 Bleed, Impale, Sunder (2H)	6/12
Desert Spear	30m	Н		1D8, Impale	3/8



### Widowshark

This massive shark is slate-grey in colour, with bluish streaks along its belly. Its eyes glow a fearsome, unnatural red. It is a truly terrifying sight and leaves your blood to run cold.

It is said that sharks are among the oldest of creatures, that their kind swam the oceans when the world was young and dinosaurs were a common sight, when the gods danced in the new surf and all the sorrows and tragedies of history were yet undreamt of. In these latter days, demons coupled with all manner of beings to spawn their children; back then, their options were more limited and so they sired the widowsharks, sharks with demonic blood running in their cold veins.

The widowsharks cruise the waters of trade routes and shipping lanes or come closer to the shore to lurk near fishing grounds. They have no fear of ships or sailors; indeed, such men are their favourite meat. Widowsharks can pluck sailors from the deck or keepers from their lighthouse with their dark magicks. They are the terror of the deeps given shape and form and mind, and are capable of devastating massive galleons in a single bite.

In the wildest winters, when no ship can put to sea, it is said the widowsharks all swim down to the darkest reaches of the sea and there they hold lightless, wordless rites while offering bloody sacrifices to their demon ancestors. At least, sailors tell such tales, but what sort of man could have witnessed the rituals of the deep and returned alive?

#### Combat Notes

Widowsharks are cunning and patient; they know no ship can outrace them while they hold mastery of the weather, so are content to shadow a vessel for days, probing its crew's thoughts. They prefer to pick foes off one by one with their spells, but are prepared to smash a vessel into splinters and savagely devour the drowning crew if their magic proves ineffectual.

Any widowshark that manages to establish a grapple in a combat round can attempt to swallow a foe whole. Widowsharks have supernaturally tough skin and bodies, making them truly dangerous monsters.

**Swallow:** A widowshark can try to swallow a grabbed opponent smaller than it by making a successful grapple against that foe. Once inside, the opponent takes acid damage as per Concentrated Acid on page 76 of the *Legend Core Rulebook*. Any creature swallowed takes an extra 1D6 damage as the shark uses its powerful muscles to try and crush them. A creature can attempt to cut its way out using a short sword or dagger; the shark's membranous interior is considered to be AP 5 and HP 15 within its digestive tract – once free, the hole closes over and any other trapped opponent must cut their own way out. A Hard Brawn test can be used if the creature is not armed or just needs to escape with brute strength.

A widowshark's gullet can hold numerous foes, as much as two galleons worth of men and broken ships.

Scent: A widowshark can notice creatures by scent within a half a mile and can detect blood in the water at a range of up to one mile.

**Bad Weather:** A widowshark is always followed by incredibly bad storms, foul weather and dangerously churning waters. It can suppress this ability at will but cannot create any other weather but storms. Weather information can be found on page 231 of the *Legend Core Rulebook*.

**Sorcerous Shark:** Widowsharks can use the following Sorcery spells as though they possessed a Sorcery skill of 90% and a Manipulation skill of 100%; Animate (Water), Attract (Missiles), Dominate (Humanoid), Telepathy, Teleport, and Wrack.

Excellent Swimmer: A widowshark has a +40% bonus to Swim tests, as well as a +30% bonus to any Evade test made to avoid a water-based hazard.

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Combat Actions	2	Armour: Demonskin armour. No Armour
Damage Modifier	+6D12	Penalty.
Magic Points	14	Traits: Life Sense, Magic Sense
Movement	30m	
Strike Rank	+10	Common Skills: Athletics 100%, Brawn 140%, Evade 120%, Perception 100%, Persistence 90%, Resilience 115%, Stealth 99%, Swim 130%  Advanced Skills: Track 99%

# Combat Styles Jaws of the Deep (Bite) 115%

Туре	Range	Size	Reach	Damage	AP/HP
Bite		E	VL	10D8+6D12	As for Head

### Windwarrior

A whirling of leaves announces the creature's presence... a sword and shield hover in the air near the disturbance, and a breeze springs from nowhere. A voice calls from the spot where the two weapons float. 'Stand fast and face me challenge, if ye dare!'

The planes are infinite and contain an equally infinite variety of beings. On an airy plane in the multiverse, some particularly curious and playful elementals found themselves endlessly fascinated by the battles and warfare of the material realm. Eager to include in this sport themselves, they journeyed to the Mortal Verse, where they borrowed weapons and shields and called themselves windwarriors. Since they merely return to their home plane if they are slain, to them, this is all a great game; they seem unaware that any they slay will be forever lost to those who care about them.

Windwarriors are not evil minded creatures, just uncaring and clueless. They seek only challenge and excitement, and do not act sadistically or attack the unarmed. They will not force a fight, but anyone who accepts their challenge or who attacks them will be fought with full vigour.

Windwarriors use a sword and shield combat style, and are dangerous adversaries.

#### Combat Notes

Windwarriors are here to fight and do so with gusto. They will use their Buffet ability to keep foes off balance while striking with their chosen weapon, which is usually a long sword. Since there is no difference, to their mind, between being killed and running away (both are losing in their game), they will fight to the death without fear.

**Buffet:** Supernaturally strong winds flow around a windwarrior constantly as they howl and screech with the force of nature. Any creature within five metres of one of these warriors needs to make Difficult Resilience tests or suffer a -20% penalty on rolls to hit the monster, due to being slammed by strong winds. Regardless of this, all ranged attacks save for spells are made at a -30% penalty when battling a windwarrior.

**Hard to See:** So long as the creature holds a sword and a shield, it can be fought with few problems. Should it drop the weapons, it becomes completely invisible. A subtle change in the air here and there is the only clue. A Very Hard Perception test allows an opponent to attack the creature, or otherwise faces a massive -80% penalty to hit.

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

Combat Actions	3	Armour: 3 points supernatural armour. No
Damage Modifier	+1D2	Armour Penalty.
Magic Points	13	Traits: None
Movement	10m	
Strike Rank	+15	Common Skills: Athletics 77%, Brawn 80%, Evade 70%, Perception 66%, Persistence 60%, Resilience 77%

Combat Styles Wind Warrior (Sword & Shield, 1-H Sword) 82%

Туре	Range	Size	Reach	Damage	AP/HP
Longsword		M/L	L/L	1D8 / 1D10+1D2 Bleed, Impale, Sunder (2H)	6/12
Kite Shield		Н	S	1D4	4/18



## Wintersinger

This creature is a vaguely human-shaped shimmer in the air, as if light were refracting through ice crystals and creating a bright shadow of a man. A high-pitched and beautiful voice begins to sing.

Wintersingers are a species of undead arising from those who die from frostbite and exposure. Technically, they are not unquiet dead; a wintersinger is not actually the spirit of someone who died in the cold and does not resemble any human who ever lived or died. They are simply the spirits of death in the cold and the frost, of lonely, frozen sorrow. They are malicious in their cold, cold way. A wintersinger might drift through a village, bringing ice with it, but would seem not to notice the folk of the village as they freeze and die – however, it very much knows they are there and what its presence does to them. Wintersingers are cruel in an abstract fashion.

Fire repels them, even in their ghostly form. They are clever, though, and will stay out of reach of torchlight and sing down a chill wind that no flame can endure. According to the texts of the Unknown Sages, wintersingers tend to follow the course of winter across the face of the world, but small groups have been found all year around in certain ice-bound temples and frost-seared druid groves.

#### Combat Notes

Wintersingers prefer to float serenely, singing Songs of Ice and watching enemies freeze to death with detached disinterest. It is only when confronted with fire or weapons that can injure them that the wintersingers begin to fight, slashing at enemies with their icy claws.

**Song of Ice:** Wintersingers can create a 40 metre aura of cold around themselves by making a free successful Routine Sing test. The cold aura is treated like that of Intense Cold found on page 84 of the *Legend Core Rulebook*. Remaining undamaged per round in this aura requires a Hard Resilience test as cold winds and biting freezing mist roil around the wintersinger's incorporeal form.

**Freezing Touch:** The wintersinger's claws deal as extra 1D6 of cold damage.

**Ice Statue:** A wintersinger can create a physical body for itself out of ice. This physical body has the same statistics as the wintersinger. The cold body can put out fires and interact with the physical world. Using fire to harm it will also harm the wintersinger inside the shell, though the creature gains the benefit of frozen armour to protect it.

Making an ice body takes eight hours. A wintersinger can leave an ice body at will and return to reanimate it later. The lair of a wintersinger is often marked by dozens of half-melted or half-formed ice bodies.

**It Burns:** Wintersingers take normal damage from fire attacks even when incorporeal; fire essentially harms them like a magic weapon.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+7	14	1-3	Right Leg	5/5
CON	3D6	11	4-6	Left Leg	5/5
SIZ	2D6+6	13	7-9	Abdomen	5/6
INT	2D6+6	13	10-12	Chest	5/7
POW	3D6	11	13-15	Right Arm	5/4
DEX	3D6x2	21	16-18	Left Arm	5/4
CHA	2D6+6	13	19-20	Head	5/5

Combat Actions	3	Armour: 5 point frozen shell (ice body
Damage Modifier	+1D2	only). No Armour Penalty
Magic Points	11	Traits: None
Movement	8m (10m when incorporeal)	
Strike Rank	+17	Common Skills: Athletics 70%, Evade 88%, Perception 73%, Persistence 90%, Resilience 100% (50% vs. Fire based

damage), Sing 100%, Stealth 100%

# Combat Styles Winter's Cut (Claws) 90%

Type	Range	Size	Reach	Damage	AP/HP
Claw		M	M	1D6+1D2+1D6 (cold)	As for Arm



#### Wise Hare

It is a rabbit with opposable thumbs, leather armour, and a longbow.

Wise hares dwell in the glades and sunlit verges of fae-like realms, but also roam fields in the realm of mortals. They are hares, for all intents and purposes, living in burrows and nibbling on carrots. However, most burrows, of course, do not include portcullises or battlements, nor do most hares grow their carrots in neat rows defended by elite garden archers. Each burrow is a little fiefdom ruled by a hare baron, but the wise hares have few wars – their title is well earned and they are among the most peaceful and pleasant of fey species.

The wise hares have mastered the craft of metalworking but rarely use it for anything more than making shiny buttons for waistcoats or cunning devices of clockwork. They have no heavy industry and are poor masons. They worship nature in a feral, abstract sense, having many nature worshippers but few priests. Most wise hares stay well away from the cities and predations of 'big folk,' but a few hare heroes have gone out into the world of men and acquitted themselves are well as any adventurer.

#### Combat Notes

Wise hares commonly use finely-made longbows, which they are adept at firing from hiding. An attack from a brigade of hares is almost always accompanied with spells from a hare nature magician using divine spells.

**Jump Good:** Wise hares have an ability which functions like Defiant Leap *on page 220 of the Legend Core Rulebook.* 

**Sneaky Softly:** Wise hares have a bonus of +20% to Stealth skill tests.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+1	5	1-3	Right Leg	1/3
CON	1D6+6	10	4-6	Left Leg	1/3
SIZ	1D3	2	7-9	Abdomen	1/4
INT	1D6+6	10	10-12	Chest	1/5
POW	2D6+7	14	13-15	Right Arm	1/2
DEX	3D6+6	17	16-18	Left Arm	1/2
CHA	2D6+6	13	19-20	Head	-/3

Combat Actions	3	Armour: Leather armour2 Armour Penalty.
Damage Modifier	-1D6	
Magic Points	14	Traits: Dark Sight
Movement	12m	
Strike Rank	+14 (+12 when armoured)	Common Skills: Athletics 80%, Evade 89%, Perception 90%, Persistence 60%, Resilience 59%, Stealth 81%  Advanced Skills: Acrobatics 80%, Survival 89%, Track 95%

Combat Styles Arrows at Dawn (Longbow) 89%

Туре	Range	Size	Reach	Damage	AP/HP
Hare Longbow	175m	M		1D6+2-1D6	3/5



# Withering Cadaver

This hideous entity is a vaguely humanoid shape composed of rotting flesh and protruding bone, stumbling forward with its ramshackle hands outstretched. Scraps of skin and muscle flake and drop from its decaying body as it moves.

Withering cadavers are produced when an attempt to create a more powerful undead such as a wight fails. Enough energy is infused into the corpse to animate it, but not enough to make a direct link with the spirit. The process of animation awakens latent survival instincts and animal drives, giving it a sense of self-preservation and hunger. Without a full channel to the undead energies to preserve its dead tissues, the body begins to rot. Its instinct of self-preservation forces it to hunt out fresh flesh to renew its own shell.

The cadavers do not work well with other undead as they tend to rip the flesh off zombies and ghouls even when ordered not to. They are therefore normally turned loose and left to spread fear across the countryside. Few survive longer than a few months; most soon crumble into piles of rotting flesh as the decay spreads faster than they can graft new flesh to their bones.

#### Combat Notes

The sole aim of the cadaver is to incapacitate its opponent so it can steal his flesh. Most cadavers just batter their foes into unconsciousness, but the monsters are smart enough to grapple small foes and carry them off, or choke an enemy, or flood a room with water and leave its victims to drown.

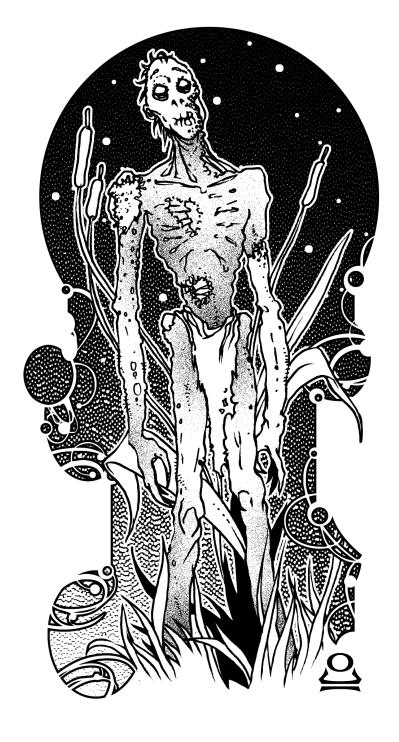
**Fleshstealer:** When a foe has been incapacitated and rendered unconscious, a withering cadaver moves quickly to pull the flesh from the bones. Lumps of skin, muscle and cartilage worm their way off the victim and up the cadaver's arms. The cadaver must make a successful Brawn test to use this power. The unconscious victim is allowed an opposed Resilience test to resist the effect. Each round they fail the test, the cadaver draws a point of CHA from their body.

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

Combat Actions	2	Armour: None
Damage Modifier	+1D2	
Magic Points	11	Traits: Life Sense, Magic Sense, Formidable
Movement	8m	Natural Weapons
Strike Rank	+12	Common Skills: Athletics 70%, Brawn 60%, Evade 73%, Perception 59%, Persistence 61%, Resilience 60%, Stealth 77%, Unarmed 80% Advanced Skills: Track 80%

# Combat Styles Brutal Claw (Claws) 80%

Type	Range	Size	Reach	Damage	AP/HP
Claw		M	M	1D6+1D2	As for Arm



## Woodsong

This is a small humanoid with green-blue skin, shaggy lavender hair, and green eyes. It is holding a harp scaled to its size and carries a wide variety of other instruments tucked into various parts of its clothing. Its every movement produces a pleasing sound.

Woodsongs are fey with a particular affinity for music of all types. Indeed, they cannot move without making noise; the simplest flick of a finger or shake of a head gives off a short refrain. These sounds are pleasant in themselves, but the woodsongs have also developed complex dances which incorporate this bodily music, creating symphonies born from motion.

They enjoy making music among themselves and are masters of instrument manufacture. Many of them spend some time away from their own kind, wandering the woods nearer to human and elven settlements, in order to learn of new types of music or find a musician to patronise.

Woodsongs are generally benign. They welcome visitors who come in peace, especially those who have musical talent. Any musically inclined adventurer will find Woodsongs make good allies and friends. They are fickle creatures, though, and do not welcome prolonged stays in their territory. Creatures who enter their glens with violence in mind will find themselves under constant sonic assault.

Woodsongs generally get on very well with humans, elves, gnomes and halflings. They consider dwarves to be tolerable and strongly distrust many of the other races.

#### Combat Notes

If attacked, or if they feel a need to drive out intruders, woodsongs use their magical abilities as much as possible, preferring to keep well out of range of any melee combat. If the only choice is to battle hand-to-hand or flee, woodsongs do not engage and prefer to run since their claws have very little effect.

**Discordant Blast:** A woodsong can emit a ghastly cacophony of sound up to POW/4 (rounded up) times per day. This sonic blast is a 15 metre radius and causes 2D6 points of damage to all locations of all non-woodsong creatures in the area. They are also deafened and stunned as per the rules on page 79 of the *Legend Core Rulebook*. This effect lasts for 1D6 rounds for the deafness, and 1D4 for the stun. A successful Hard Persistence test negates the woodsong's attack.

Sound Off: Woodsongs are completely immune to any attack or spell that relies on sound.

**Never Silent:** The woodsong cannot move silently. It cannot use the Stealth skill unless their movement is magically silenced.

**Sounds:** The woodsong can cast Phantom Sense (Sound) on page 202 of the *Legend Core Rulebook*, with a Sorcery skill of 90% and a Manipulation skill of 100%

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

Combat Actions Damage Modifier	3 -1D4	Armour: None
Magic Points	16	Traits: Magic Sense
Movement	6m	
Strike Rank	+13	Common Skills: Athletics 60%, Dance 80%, Evade 70%, Insight 80%, Perception 79%, Persistence 69%, Resilience 55%, Sing 90%, Unarmed 30%

### Combat Styles Love Tap (Claws) 65%

Type	Range	Size	Reach	Damage	AP/HP
Claw		T	T	1D2-1D4	As for Arm



# Wyrdling

This creature is a humanoid dressed in a light shift. She floats serenely above the ground and her eyes glow a bright yellow colour. She carries a silver sword lightly in one hand.

Wyrdlings are minor agents of destiny that dwell primarily in frozen regions. Such icy wastelands produce more than their fair share of heroes of indomitable will and heroism, but who are also in need of a little push or guidance to get them to where they should be. For every hero who charges off and slays the dragon in accordance with the designs of the gods, there are four who will just slope off to the nearest inn and never amount to anything. The wyrdlings are dispatched to convince such heroes to do what is demanded of them by fate.

While most wyrdlings are encountered in the polar wastes, the servants of fate can be found anywhere. They are secretive creatures, spending most of their time in great hidden monasteries carved into glaciers or the sides of mountains. These places might sound dour and forbidding but wyrdlings are actually quite merry folk. They know they are the lowest agents of fate and their place is to obey the commands of the superiors, the stern wyrdweavers. These cryptic entities assign missions to the wyrdlings, such as 'fly to such-and-such a dungeon and inform those you find there they on the wrong track and must quest immediately for the jewellery of some dead person,' and so on. Privately, the wyrdlings suspect that the wyrdweavers are losing control of the web of fate, for many missions of late have been nonsensical or simply wrong.

Wyrdlings have a certain amount of dispensation to tweak destiny; while they cannot alter a fate, they can adjust it enough for the pesky free will of mortals to break it and create another. The older wyrdlings never use this power, seeing it as a breach of their sacred trust, but younger wyrdlings meddle all the time, both to amuse themselves and ensure that all things come out for the best.

#### Combat Notes

All wyrdlings carry a destiny sword, an extension of their own sacred duty. Only a wyrdling can wield a destiny sword, for in the hands of any other creature it becomes just a fine quality long sword. When forced to fight, wyrdlings use their swords to cut away at the fate of their enemies, making them more vulnerable to disaster.

**Destiny Sword:** Anyone struck by a destiny sword must make a Difficult Persistence test or suffer a -40% penalty to their next test, whatever it may be.

**Alter Fate:** As a Combat Action, a wyrdling can adjust the fate of a creature by touching it. The creature can alter the outcome of a single skill test in this way, by + or -10-30%, as it chooses. It can have up to three active cases of fate alteration like this active at any one time. A wyrdling can use this ability as a ranged attack with a range of 35 metres, but the luck bonus or penalty is reduced to + or -5-15%. They can use this power POW/4 (rounded up) times per day.

**Stuff of Magic:** Wyrdlings can create incredible illusions and can use all of the Phantom (sense) spells on page 202 of the *Legend Core Rulebook*. They cast these as if they had a Sorcery skill of 88% and a Manipulation skill of 85%.

**Who am I?:** Wyrdlings can change their physical appearance to appear to be someone else entirely. Their deception can only be detected if a successful Impossible Perception test is made. They often use this to put mortals on the right path.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1-3	Right Leg	45
CON	3D6	11	4-6	Left Leg	4/5
SIZ	3D6	11	7-9	Abdomen	4/6
INT	2D6+3	10	10-12	Chest	4/7
POW	3D6	11	13-15	Right Arm	4/4
DEX	4D6+1	15	16-18	Left Arm	4/4
CHA	4D6+2	16	19-20	Head	4/5

Combat Actions	2	Armour: 4 point supernatural cloth. No
Damage Modifier	+0	Armour Penalty.
Magic Points	11	Traits: Magic Sense, Life Sense
Movement	8m	
Perception 90%, Persiste 80%, Sing 88%, Stealth		Common Skills: Athletics 60%, Evade 73%, Perception 90%, Persistence 95%, Resilience 80%, Sing 88%, Stealth 74%  Advanced Skills: Track 90%

Combat Styles Weapon of Fate (Longsword) 91%

Type	Range	Size	Reach	Damage	AP/HP
Longsword		M/L	L/L	1D8 / 1D10 Bleed, Impale, Sunder (2H)	6/12

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