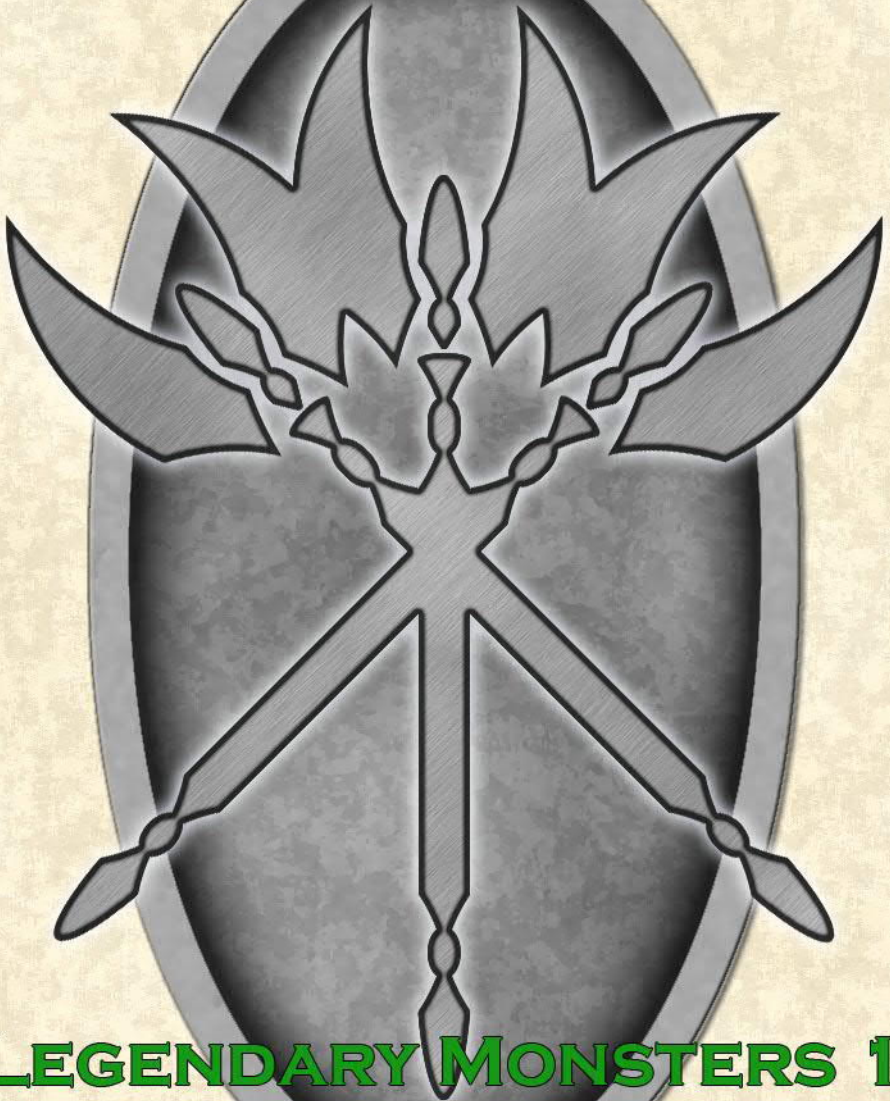


Book of Beasts



LEGENDARY MONSTERS 1

**JON BRAZER
ENTERPRISES**



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Addanc

This monster possesses the form of a crocodile plus the fur of a beaver and the behavior of both.

The addanc is a solitary predator that resembles both an alligator and a beaver. It builds dams to create small lakes where it makes its home. Once its territory is defined, anything that comes near to the lake or adjoining river becomes the addanc's prey. The beast hunts by floating just under the surface of the water and waiting for its next meal to approach, at which point it attacks with a bone-crunching bite. With the prey held tight in its jaws, the addanc attempts to drag its quarry under the water. Both industrious and conniving, this monster possesses enough intelligence to wait for its prey to be the most vulnerable. Once it attacks, it goes immediately for the kill, giving its prey little chance to resist. It cares not for its prey; it cares only for its stomach.

Like the natural beaver's lodge, an addanc's lair can only be accessed from below the water's surface. The structure is a truly gruesome scene. The creature uses the possessions and remains of its victims for decoration, and the stench of decay permeates the entire lair. The adjoining dam is composed of heavy tree branches and logs while long bones of larger prey are interspersed to shore the structure. A typical addanc lair is between ten and fifteen meters in diameter and rises about 5 meters above the surface of the water.

A typical addanc is 2.3 meters long and weighs 110 kilograms.

Combat Notes

Swimming Grapple: An addanc may swim at its full swim movement while grappling an opponent as long as the addanc succeeds an opposed Swim check.

			1d20	Hit Location	AP/HP
STR	4d6+12	(26)	1-3	Tail	5/9
CON	4d6+8	(22)	4	Right Hind Leg	5/7
SIZ	4d6+12	(26)	5	Left Hind Leg	5/7
INT	2d6	(7)	6-9	Hindquarters	5/10
POW	3d6	(11)	10-14	Forequarters	5/11
DEX	2d6	(7)	15	Right Front Leg	5/7
			16	Left Front Leg	5/7
			17-20	Head/Neck	5/9

Combat Actions 2

Damage Modifier +1d12

Magic Points 11

Movement 6m/10m (swim)

Strike Rank +7

Typical Armor: Scales (AP 5). No Armor Penalty.

Traits: Excellent Swimmer, Swimming Grapple

Skills: Athletics 75%, Brawn 85%, Perception 48%, Persistence 55%, Resilience 72%, Stealth 50%, Swim 110%

Combat Styles

Bite 50%, Tail Bash 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1d8+1d12	As for Head	-
Tail Bash	L	L	1d6+1d12	As for Tail	-



Forest Giant

A burley giant is the color of bark and cultivates small branches that grow from its limbs.

Forest giants see themselves as a defender of the forest against encroaching civilization. How forest giants fight vary depending on how cruel the individual is. Kind forest giants prefer to disarm their opponents and destroy their weapons. They may engage in simple scare tactics to keep civilized folk away from their forest. Should these fail, kind forest giants will resort to violence but they prefer not to kill those they attacks. Malicious forest giants feel their good kins' tactics work far too slowly and instead favor open warfare. Killing invaders while leaving a lone survivor to tell the tale, evil forest giants believe these acts are entirely justified. Forest giants make their home in the branches of particularly large trees. It is from these same heights that a forest giant jumps down to attack invaders. Much like humans they practice common magic and can learn sorcery. Forest giant grimoires tend to be at the very top of gigantic, ancient trees.

A typical forest giant stands about 5m tall and carries a tree branch for a club. Forest giants are a little shortre than most giants; adventurers of SIZ 18 or less only roll 1d10 to determine Hit Location when attacking it in close combat.

			1d20	Hit Location	AP/HP
STR	8d6+15	(43)	1-3	Right Leg	5/15
CON	5d6+15	(33)	4-6	Left Leg	5/15
SIZ	8d6+15	(43)	7-10	Abdomen	5/16
INT	3d6	(11)	1-12	Chest	3/17
POW	3d6	(11)	13-15	Right Arm	3/14
DEX	2d6+3	(10)	16-18	Left Leg	3/14
CHA	2d6	(7)	19-20	Head	3/15

Combat Actions 2

Damage Modifier +2d10

Magic Points 11

Movement 12m

Strike Rank +9

Typical Armor: Tough Hide (AP 3) , Heavy Leather Apron (AP 2, Abdomen and Legs only, -2 Strike Rank Penalty).
Traits: Formidable Natural Weapons, Night Sight

Skills: Athletics 59%, Brawn 82%, Lore (Regional) 20%, Perception 40%, Persistence 43%, Resilience 89%, Survival 30%

Common Magic: Disruption 3, Extinguish 4

Combat Styles

Huge Club 77%, Unarmed 55%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Huge Club	E	VL	2d6+2d10	3/12	-
Fist	L	M	1d6+2d10	As for Arm	-



HERSHEY-10

Griffon

With the body of a lion and the head, forelegs and wings of an eagle, this great beast stands proud and majestic.

Wild griffons live in the hills and mountains. Their nests typically rest on ledges only accessible by flying. Anywhere from 4-8 griffon eggs can be found in the nest during mating season. These creatures typically are not dangerous unless someone invades their nest or it suspects the person may invade its nest.

Domesticated griffons are rare but not unheard of. The easiest way to domesticate a wild griffon is to steal an egg and raise it from birth. Of course its parents will search the rest of its life for the thief. Griffons are fiercely loyal and trust their trainers with their life. It is not unheard of for a griffon that had only one trainer to starve itself to death after the death of its trainer. Transfer of a griffon from one trainer to another (like if it is sold), can take as long as two to three months. Domesticated griffons typically serve as mounts to special knights.

A griffon can fly with two people of size 12 or less one person of size 20 or less.

			1d20	Hit Location	AP/HP
STR	8d6	(28)	1-2	Right Hind Leg	3/11
CON	3d6+12	(23)	3-4	Left Hind Leg	3/11
SIZ	8d6	(28)	5-7	Hindquarters	3/12
INT	6	(6)	8-10	Forequarters	3/12
POW	2d6+6	(13)	11	Right Wing	3/10
DEX	3d6+12	(23)	12	Left Wing	3/10
CHA	7	(7)	13-14	Right Front Leg	3/11
			15-16	Left Front Leg	3/11
			17-20	Head	3/11

Combat Actions 3

Damage Modifier 1d12

Magic Points 13

Movement 6m, 10m when flying

Strike Rank +15

Typical Armor: Thick Hide (AP 3, no Skill Penalty)

Traits: Flying, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Evade 40% (60% when flying), Perception 50%, Persistence 80%, Resilience 70%, Survival 60%

Combat Styles

Bite 60%, Claw 70%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	M	1d8+1d12	As for Head	-
Claw	L	T	1d6+1d12	As for Leg	-



Gruff

Best described as a half goat-half man creature, a billy-goat gruff (or gruff for short) is considered by most common folk to be a smaller minotaur. However, this could not be further from the truth. Where a minotaur avoids human contact, a gruff seeks it out, raiding human settlements for food and slaves.

A gruff village is filthy by civilized human standards. The simple huts tend to be made from the skins of various animals hunted. The village chief's hut is always in the center of the camp and is made from the hide of the largest monster killed by the tribe. The chief is always the largest gruff.

Ancient hostilities between gruffs and trolls continue to this day. While trolls use brute strength, gruffs rely on their cunning and finesse to win the day. It is not unheard for humans to seek the help of gruffs that have persistent troll problems. While the price is never pleasant, gruffs will gladly help out solely for the chance to strike at their ancient foe.

Combat Notes

Troll Evader: Gruffs gain an additional Combat Action when engaging a troll that can only be used to evade a troll's attack. Additionally, a gruff gains a 10% bonus to all Influence rolls against a troll.

			1d20	Hit Location	AP/HP
STR	2d6+6	(13)	1-3	Right Leg	-/7
CON	1d6+2	(16)	4-6	Left Leg	-/7
SIZ	3d6+5	(16)	7-9	Abdomen	-/8
INT	2d6+6	(13)	10-12	Chest	-/9
POW	3d6	(11)	13-15	Right Arm	-/6
DEX	3d6	(11)	16-18	Left Leg	-/6
CHA	2d6	(7)	19-20	Head	3/7

Combat Actions 2

Damage Modifier +1d2

Magic Points 11

Movement 10m

Strike Rank +12

Typical Armor: Horns (AP 3, Head only, no armor penalty)

Traits: Troll Evader

Skills: Athletics 60%, Brawn 28%, Evade 40%, Influence 40%, Perception 50%, Persistence 20%, Resilience 40%, Sleight 45%, Survival 40%

Common Magic: 17%, Bestial Enhancement 2, Mobility 1

Combat Styles

Head Butt 60%, Club 60%, Spear and Shield 50%, Unarmed 28%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Club	M	S	1D6+1D2	4/4	—
Head Butt	L	T	1D6+1D2	as Head	—
Short Spear	M	L	1D8+1+1D2	6/8	—
Target Shield	L	S	1D6+1D2	4/12	—

Hydrus

Along the darkened banks near rivers, a single hydrus poses a disturbing threat to small groups. An adventuring party's night watch may easily fall prey to the hydrus's poison attack, leaving the watcher paralyzed. No alarm raised, the hydrus crawls down the throat of the non-moving guard or sleeping comrade and begins to chew its way out. The result is a hole in the stomach where the hydrus burst free, leaving its prey bleeding to death-should the unfortunate victim not receive medical attention.

Hordes of these tiny lizards are responsible for considerable damage. They swim into a river village and look for food under the cover of night. These little monsters poison anyone not asleep paralyzing them and feed on those not moving. Less than five minutes later, the hydruses are swimming back to their homes with full bellies leaving behind victims paralyzed and unable to stop bleeding. This has caused considerable unrest-both literally and figuratively-among locals.

An adult hydrus stands between two to four centimeters tall on its forelegs and can be grow up to twenty centimeters long.

Combat Notes

Burst A hydrus that has successfully invaded a creature will attempt to eat its way out. A successful bite attempt (taking any natural armor the creature possesses into account) means the hydrus damages the creature's abdomen. When the abdomen's hit points reach 0, the hydrus can escape, leaving the creature with a serious injury and a -10% penalty to see if its guts spill out.

Caught While Inside: A hydrus find it much harder to evade blows when inside a creature. It takes a -20% penalty on all Evade checks while invading another creature. Both the invaded creature and the hydrus take full damage from any attempts to kill it by attacking the invaded creature. However, the hydrus also benefits from the invaded creature's armor.

Invasion A hydrus feeds by crawling inside a creature's mouth and eating it from the inside. To do so, it must climb to the creature's mouth and then crawl inside. If the hydrus makes a successful Unarmed check (opposed by the creature's Evade), the hydrus crawls inside begins eating its way out (see Burst). A hydrus can only invade creatures who's SIZ is 5 times or larger than its own.

Hydrus Venom is as follows:

Application: Injection.

Onset time: Nausea after 1D2 minutes, Paralysis after 2D6 minutes.

Duration: 1 hour.

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

Potency: 70.

Resistance: Resilience.

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

Antidote/Cure: Anti-venom. Hydrus anti-venom has proved difficult to produce. The best anti-venom remedies have a Potency of 1D12+10. The anti-venom must

be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

			1d20	Hit Location	AP/HP
STR	3d6	(10)	1-4	Tail	-/3
CON	1d6+1	(4)	5-8	Hindquarter	-/4
SIZ	1d3	(2)	9-13	Forequarter	-/5
INT	1d6	(4)	14-16	Right Leg	-/2
POW	1d3	(2)	17-19	Left Leg	-/2
DEX	4d6+2	(16)	20	Head	-/2

Combat Actions 2

Damage Modifier -1d4

Magic Points 2

Movement 4m

Strike Rank +10

Typical Armor: none

Traits: Burst, Caught While Inside, Invasion, Hydrus Venom

Skills: Athletics 65%, Evade 45%, Perception 15%, Stealth 75%, Unarmed 35%

Combat Styles

Bite 35%, Poison Spit 25%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1d6-1d4	As for Head	-
Poison Spit	S	-	Hydrus Venom	As for Head	4m



Pygmy Sun Trolls

Highly tribal and fiercely territorial, pygmy sun trolls are about as big as a goblin and live on land. They do not fear the sun nor do they turn to stone from day light's touch. However, these yellow tiny trolls still regenerate damage they sustain and smell of filth. It is not uncommon to see a dozen pygmy sun trolls at a time, most hunt in groups of four to six. They prefer to use a rope or chain or similar weapon where they can entangle their opponent and then bring it down, biting it to death.

These troll runts know their lack of strength and favor group fighting tactics to compensate. Typically, one of their number grapples an arm or the head while the others beat and bite their target to death. Fearing magic, pygmy sun trolls will gang up on anyone obviously wielding magic. If the magic user is powerful and there are enough pygmy sun trolls, three of these annoying creatures will grapple the caster: one for each arm and one on the head.

While not bright, they know how to make poison. And poison they do make. They specialize in making and delivering yellow muck poison. This thick, deadly substance is the same color as their skin and is the most deadly thing about their kind. They deliver this poison to their enemies with blowgun darts that they fire from hidden positions.

Combat Notes

Pygmy sun trolls make a poison with the following Characteristics:

Application: Injection

Onset time: 1d3 Combat Rounds.

Duration: 4d4 minutes.

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

Potency: 70%

Resistance: Resilience.

Conditions: Exhaustion, Unconscious. The poison initially causes the victim to exhausted if the first Resistance roll fails (see the *Legend Core Rulebook*). At the end of the Duration the victim must succeed in a final resistance roll or fall Unconscious for 2d4 hours.

Antidote/Cure: Antidote. Pygmy sun trolls keep an antidote with a potency of 1d20+5 against this poison only. They keep some around incase of accidental poisoning. The antidote must be introduced with a successful First Aid or Healing roll and add the antidote's Potency as a bonus to the victim's Resilience roll to fight the poison throughout its duration.

			1d20	Hit Location	AP/HP
STR	2d6+3	(10)	1-3	Right Leg	1/3
CON	2d6	(7)	4-6	Left Leg	1/3
SIZ	2d6-1	(6)	7-9	Abdomen	1/4
INT	1d6+2	(5)	10-12	Chest	1/5
POW	2d6	(7)	13-15	Right Arm	1/2
DEX	3d6+6	(17)	16-18	Left Leg	1/2
CHA	2d6+2	(9)	19-20	Head	1/3

Combat Actions 2

Damage Modifier -1d2

Magic Points 7

Movement 4m

Strike Rank +11

Typical Armor: Troll Hide (AP 1), no armor penalty

Traits: Regeneration (1 hp/minute, fire stops regeneration for 1 minute)

Skills: Athletics 35%, Evade 65%, Lore (poison) 85%, Perception 70%,

Persistence 50%, Resilience 50%, Stealth 55%, Survival 80%, Unarmed 75%

Combat Styles

Bite 50%, Chain 65%, Blowgun 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1d6-1d2	As for Head	-
Chain	M	M	1d4-1d2	8/6	-
Blowgun	-	-	see Poison	1/4	15m

Wyvernling

Frequently described as being highly aggressive and tiny when compared to dragons, wyvernlings have far fewer similarities than most humans assume. Wyvernlings must walk along the ground or climb trees as they do not have wings. They are also far less powerful. On average, wyvernlings are as smart as humans but they are far less intelligent and magically gifted as their larger brethren. One thing they have in common with dragons is their mutual love for gold and riches. Wyvernlings, however, are far more aggressive in their pursuit of wealth.

			1d20	Hit Location	AP/HP
STR	5d6	(18)	1-2	Tail	6/8
CON	4d6	(14)	3-4	Right Hind Leg	6/6
SIZ	2d6+6	(13)	5-6	Left Hind Leg	6/6
INT	2d6+6	(13)	7-9	Hindquarters	6/7
POW	3d6	(11)	10-12	Forequarters	6/8
DEX	2d6+2	(9)	13-15	Right Front Leg	6/6
CHA	3d6+2	(13)	16-18	Left Front Leg	6/6
			19-20	Head	6/6

Combat Actions 2

Damage Modifier +1d4

Magic Points 11

Movement 9m/6m (climb)

Strike Rank +11

Typical Armor: Scales (AP 6). No Armor Penalty

Traits: Breathe Flame (1d6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight

Skills: Athletics 70%, Brawn 50%, Evade 60%, Evaluate 40%, Lore (Regional) 40%, Persistence 43%, Resilience 60%, Stealth 55%

Common Magic: Demoralize, Detect Gold

Combat Styles

Bite 60%, Claw 50%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	L	1d6+1d4	As for Head	-
Claw	S	S	1d6+1d4	As for Leg	-
Tail Bash	M	L	1d4+1d4	As for Tail	-

