

Great Ape

Alignment: Neutral
 Nature: Very Aggressive and Territorial
 Type: Un-natural Animal

The great ape looks like a normal ape except that it is much larger and far more aggressive. It normally stands 9 feet tall. If

Grab / Crush Attack

A great ape will try to grab a character. Any character it does grab it will try to crush. It must grab the character with both hands in the same combat round or it will not be able to do its crush attack. While the character is grabbed, he or she cannot attack the Great Ape (too busy getting the stuffin squeezed out). On the round the character is grabbed, only his or her free attack back can prevent the crushing damage. If the character interrupts the attack, the great ape lets go with both hands.

When the Great Ape does roll two successful grab attacks, the character gets a free attack against the ape. If the ape suffers damage form this free attack it must make a Resolve check to maintain its grip (add the damage done by the free attack onto the Resolve stat check). If it maintains its grip the character will take crush damage that round. Damage is done to the character on combat instant 25. The Ape is large enough to be attacked without hitting the character it is crushing.

On following rounds the ape will continue to crush its target. On following rounds, each time the Ape takes damage it may let go (the ape must make a resolve check to maintain her group). The Apes Synergy bonus in the resolve skill will counter some or all of the penalty to the Resolve skill check (i.e., the 18+8 Resolve Stat level means that the first 8 points of damage on any blow is ignored).

Ape, Great

Threat: 2
 WR: 1d6
 TKA: 2d8
 Wounds: 50+2d12
 Soul Points: 0
 Power: 40
 React: 14
 Resolve: 18+8

	Grab (*2)	Crush	Total
Skill	16+0	18+0	
Defense Adj.	n/a	n/a	
Attack Rank	24/2d12	Special*	
Damage	Special*	2d8	4d8

Armor: None
APV: 0
WR: 1d6
TPV: 1d6
 Awareness: 18+0
 Bush Craft: 18+35

Grab / Crush Attack

A great ape will try to grab a character. Any character it does grab it will try to crush. It must grab the character with both hands in the same combat round or it will not be able to do its crush attack.

When the Great Ape does roll two successful grab attacks (in the same combat round), the character gets a free attack against the ape. If the ape suffers damage form this free attack it must make a Resolve check to maintain its grip (add the damage done by the free attack onto the Resolve stat check). If it maintains its grip the character will take crush damage that round. Damage is done to the character on combat instant 25.

See the back of this stat sheet for additional information on this form of attack.

Luck: 0
 Spell Resis: 1
 Relative Size: 7

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	13	6	16	8	12	17	10
2	17	6	14	5	24	12	15	20
3	15	17	11	15	15	13	13	10
4	21	10	11	14	12	10	14	13
5	20	11	16	3	11	9	8	18
6	10	3	7	8	14	14	19	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	68	69	64	60	68	71	67	62
2	62	65	57	60	70	69	71	65
3	60	69	69	67	58	67	55	64
4	61	62	60	72	60	54	57	66
5	64	54	71	70	62	64	71	71
6	63	60	57	61	65	70	69	70

(Great Ape)
 No Image Currently Available

Basilisk

Alignment: Evil

Nature: Very Aggressive and will tend to fight to the death

Type: Magical Animal

The Basilisk is a large lizard like creature. It can easily grown to 12 feet in length and uses its powerful bite and tail as weapon. In addition to this, the gaze of the Basilisk can turn a creature to stone. It is an aggressive and deadly creature.

Avoiding the Basilisk's Gaze

The basilisk's gaze will fall upon one character per combat round. The basilisk's gaze can affect any character that is to the front or side of the creature. One randomly determined target from all available targets must make a React roll or be subject to the basilisk's gaze attack. The Gaze Attack will turn a character to stone unless the character can make a Spell Resistance dice roll at +10 on the dice roll.

Combat Penalty

If the characters do not want to make these rolls, they must either attack the creature from behind (and only the fourth

person can do that) or accept a +8 penalty to their To-Hit dice rolls (if attacking from the creatures sides) or a +12 penalty to the To-Hit dice rolls (if attacking from the creatures front). A character that is more than 20 feet from the basilisk need only accept a +6 to-hit or to-cast dice rolls (if you do not wish to accept these penalties, you risk looking into the Basilisk's eyes should it turn its gaze towards you).

Tail Attack

The basilisk wields it tail as a weapon. Although it does not hit often with its tail (as reflected in its low skill level) when it does hit, it hits hard. If four character's fight the basilisk, its tail attack will always be against the character that is behind the basilisk. Otherwise, randomly determine which side the tail swings to (if there is no character on that side, then it will not get a tail attack on that combat round).

Basilisk	Skill	18 +12		Tail	8		Armor:	None		
	Defense Adj.	n/a			n/a		APV:	0	Awareness:	18+15
Threat:	4			Attack Rank	24 / 2d12		WR:	1d8+4	Bush Craft:	18+25
WR:	1d8+4			Damage	1d8	1d8+1d12	TPV:	1d8+4	Mountain Craft:	18+20
TKA:	1d12									
Wounds:	40+2d12									
Soul Points:	0									
Power:	40									
React:	14									
Resolve:	18+6									
Luck:	0									
Spell Resis:	14									
Relative Size:	7									
Walking:	4									
Charging:	12									
Running:	20									
Broad Jump:	-									
Flying:	-									
Free Weight:	-									

(Basilisk)									
No Image Currently Available									

	Pre - Rolled Attack Rank									Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
1	4	19	13	15	18	20	12	23	1	53	54	52	48	59	61	60	57
2	15	12	11	15	20	11	10	11	2	57	62	56	48	51	48	55	50
3	14	5	19	10	3	12	16	18	3	59	59	45	53	55	49	54	45
4	15	12	17	23	8	9	13	20	4	52	42	60	55	54	58	56	55
5	2	18	17	16	18	9	21	11	5	56	47	53	50	57	59	49	60
6	9	10	12	22	17	13	15	18	6	53	58	63	54	54	56	47	57

Cheei

Alignment: Neutral Good or Good
 Nature: Scouts and Protectors of the Calt
 Type: Magical Animal

A Cheei resembles a Large Cheetah in every way. Where Cy, a Leonid Deity of Protection and Defense, created the Leonine, Ky created the Cheei for the protection of the Calt. The Cheei were created to patrol the Calt homelands and bring warning to the people. As such they are supremely suited to their task. They are ever vigilant, silent when need be and fast when need be. They watch all that cross the borders into the Calt homelands.

The only individuals that can communicate directly with the Cheei are the Calt Soul Walkers. Once in the wilderness, you will often find a soul walker sharing a fire with a Cheei. Only in times of great need (or to deliver a warning) do the Cheei go into Calt settlements.

A Cheei has the reincarnated soul of a Calt. It has normal (human equivalent) intelligence and is telepathic with other Cheei to a distance of a mile or two. In addition to this, Cheei always know when one of their own is in extreme need. There is a legend that the death of a single Cheei once brought every Cheei in the country to the scene of her death. Her death was at the hands of a party of Bandits that were acting as a scouting party for an invading army. Before the army had crossed fifty miles, a force had assembled to drive them out. The Cheei themselves killed thousands of the advancing army, payback for the Cheei they had killed.

Burst of Speed Attack

The Cheei may use its burst of speed to get away or to bring down a stationary target (i.e., one that is ready to fight and is not running away). The Cheei can only make use of this form of attack once per day. When a Cheei attacks a stationary target, the target must make two React Stat checks adding +25 to the dice roll (the Cheei's normal running speed). To fail the first check means the target cannot attack back on this combat round. To fail the second check and the target loses its Defensive Adjustments (this means no weapon or shield Defense Adjustment).

When the Cheei hits the target, it adds its normal running speed to its damage rolls (in this case, +25). This means that the Cheei has one very deadly set of attacks, after which it will probably run away.

Cheei

Threat: 2
 WR: 1d4
 TKA: 1d6
 Wounds: 40+2d10

 Soul Points: 80
 Power: 20+1d4
 React: 18+0

 Luck: 8
 Spell Resis: 18+5
 Relative Size: 1.25

	Claw (*2)	Total	Bite	Total
Skill	13 + 0		15 + 0	
Defense Adj.	N/A		N/A	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d6	2d6	1d8	1d6+1d8

Armor: None
APV: 0
WR: 1d4
TPV: 1d4

Awareness: 18+35
Desert Craft: 18+30
Concealment: 18+40
Escapist: 18+20
Move Un-Noticed: 18+40
Sixth Sense: 18+25
Tracking: 18+30

Avoiding a Cheei

The Cheei is a Human Intelligent reincarnated Calt. They act as scouts and watch those that enter the Calt homelands. They have been known to aid groups that are themselves helping the Calts in some way.

Burst of Speed

The Cheei will often use its burst of speed to get out of harms way. The Cheei is able to make a React roll at the start of any combat round. If it makes the roll, it can use a burst of speed. This will move the Cheei 75 feet in any given direction (and hopefully out of harms way).

Burst of Speed Attack

The Cheei has a Burst of Speed attack. See the back of this Stat sheet for more information on this attack.

(Cheei)

No Image Currently Available

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: 4d6
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	13	12	15	14	12	5	16
2	17	14	11	15	12	19	16	12
3	21	10	22	20	19	14	7	4
4	17	9	11	11	12	17	19	17
5	17	16	12	24	16	18	13	9
6	4	17	21	11	9	17	2	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	53	48	52	50	47	47	50	44
2	53	48	46	55	51	47	54	52
3	54	57	48	50	51	54	54	52
4	57	56	54	50	53	51	55	60
5	48	48	52	52	51	44	50	57
6	47	50	54	57	49	48	45	48

Chimaera, Mature

Alignment: Evil

Nature: Wakes up nasty and gets even meaner as the day goes on.

Type: Magical Animal, Flyer

The Chimaera is an abomination. In addition to its lion head and body, it spouts a Dragon's head on its right side and a Goat's head on its left. All of the animal's heads are able to attack in a single round of combat, even though the dragon and goat head are restricted to opponents on their side of the body. The dragon's head is also able to breath fire. However, there is only a one in four chance that the beast will do such a thing in a given round. Even though the dragon's head is not capable of attacking someone to the front of the beast it has no trouble twisting around and breathing fire into the beast's forward arc. In addition to the beast's forward arc, it can breathe fire on the beast's right side as well.

Chimaera, Mature

Threat: 5
 WR: 2d6+3
 TKA: 2d10+5
 Wounds: 100+2d20
 Soul Points: 0
 Power: 45
 React: 11
 Resolve: 18+0
 Luck: 0
 Spell Resis: 8
 Relative Size: 12
 Walking: 4
 Charging: 12
 Running: 24
 Broad Jump: 4d6
 Flying: 96
 Free Weight: -

	Claw (*2)	Total	Lion Bite	Total	Goat Bite	Total	Dragon Bite	Total
Skill	14		16		12		16+0	
Defense Adj.	n/a		n/a		n/a		n/a	
Attack Rank	24 / 2d12		24/2d12		24/2d12		24/2d12	
Damage	1d10	3d10+4	2d8	2d8+2d10+5	1d12	2d10+1d12+5	2d10	4d10+5



Armor:	None	Awareness:	18+0
APV:	0	Bush Craft:	18+25
WR:	2d6+3	Sixth Sense:	15
TPV:	2d6+3		

Head Attacks

Lion Head:	Front only
Dragon Head:	Left Side Only
Goat Head:	Right Side Only

Breath Fire Attack

The Chimera may breath fire. In any given combat round there is a 25% chance the Chimera will forgo its normal attacks and breath fire. Its breath weapon forms a cone that is 10 inches long and 3 inches wide at its end. Damage from the fire is 4d10. Normal WR and APV applies.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	4	18	10	9	11	11	24
2	17	12	11	6	11	16	16	19
3	8	16	10	7	23	16	8	13
4	15	13	14	3	9	8	20	5
5	3	22	8	8	16	12	7	7
6	18	14	14	14	14	17	19	2

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	107	130	116	114	123	130	127	125
2	114	111	129	109	125	128	130	115
3	128	135	127	121	124	133	123	103
4	130	121	121	118	126	120	130	120
5	121	126	123	130	123	122	120	113
6	137	135	140	108	119	125	128	120

Chimaera, Young

Alignment: Evil

Nature: Wakes up nasty and gets even meaner as the day goes on.

Type: Magical Animal, Flyer

The Chimaera is an abomination. In addition to its lion head and body, it spouts a Dragon's head on its right side and a Goat's head on its left. All of the animal's heads are able to attack in a single round of combat, even though the dragon and goat head are restricted to opponents on their side of the body. The dragon's head is also able to breath fire. However, there is only a one in four chance that the beast will do such a thing in a given round. Even though the dragon's head is not capable of attacking someone to the front of the beast it has no trouble twisting around and breathing fire into the beast's forward arc. In addition to the beast's forward arc, it can breathe fire on the beast's right side as well.

Chimaera, Young

Threat: 3
 WR: 2d4+2
 TKA: 2d8+4
 Wounds: 60+2d20

Soul Points: 0
 Power: 35
 React: 13
 Resolve: 15

Luck: 0
 Spell Resis: 6
 Relative Size: 8

Walking: 4
 Charging: 12
 Running: 24
 Broad Jump: 4d6
 Flying: 86
 Free Weight: -

	Claw (*2)	Total	Lion Bite	Total	Goat Bite	Total	Dragon Bite	Total
Skill	12		14		10		14+0	
Defense Adj.	n/a		n/a		n/a		n/a	
Attack Rank	24 / 2d12		24/2d12		24/2d12		24/2d12	
Damage	1d8	3d8+4	1d12	1d12+2d8+4	1d10	1d10+2d8+4	2d8	4d8+4



Armor:	None	Awareness:	15
APV:	0	Bush Craft:	18+15
WR:	2d4+2	Sixth Sense:	10
TPV:	2d4+2		

Head Attacks

Lion Head:	Front only
Dragon Head:	Left Side Only
Goat Head:	Right Side Only

Breath Fire Attack

The Chimera may breath fire. In any given combat round there is a 25% chance the Chimera will forgo its normal attacks and breath fire. Its breath weapon forms a cone that is 8 inches long and 2 inches wide at its end. Damage from the fire is 3d10. Normal WR and APV applies.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	6	8	20	6	12	19	14	12
2	7	18	18	18	8	3	9	6
3	17	19	7	10	12	15	6	20
4	9	7	10	9	12	12	16	8
5	6	12	23	6	17	4	15	4
6	20	13	11	7	22	11	10	13

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	74	84	77	84	76	80	73	75
2	79	76	69	87	82	93	75	73
3	65	77	83	97	93	85	69	79
4	86	68	75	71	81	94	92	77
5	80	84	80	76	72	85	83	94
6	65	71	68	79	76	82	80	93

Cockatrice

Alignment: Evil

Nature: Very Aggressive and will tend to fight to the death

Type: Magical Animal, Flyer

The basilisk is an abomination of nature. A basilisk will often steal and eat bird eggs. If the basilisk steals a chicken egg, it will not eat it, but will rather hatch it and raise it as an offspring. The creature that is created by this is not another basilisk, but rather a cockatrice.

The Cockatrice looks like a large rooster. Rather than having a normal rooster head, it will have the head of a lizard, complete with teeth. In addition, it will have a very long serpent like tail. Only one in four of the cockatrices hatched have the gaze attack of the basilisk. However, all cockatrices have the ability to turn a creature to stone by touching the creature with its tail.

Avoiding the Cockatrice's Gaze

As was mentioned above, only one in four cockatrices have the gaze attack of the basilisk. If the cockatrice does have this type of attack, then the following rules apply.

The cockatrice's gaze will fall upon one character per combat

round. The cockatrice's gaze can affect any character that is to the front or side of the creature. One randomly determined target from all available targets must make a React roll or be subject to the cockatrice's gaze attack. The Gaze Attack will turn a character to stone unless the character can make a Spell Resistance dice roll (no modifier).

Combat Penalty

If the characters do not want to make these rolls, they must accept a +8 penalty to their To-Hit dice rolls (if attacking from behind or to the creatures sides) or a +12 penalty to the To-Hit dice rolls (if attacking from the creatures front). A character that is more than 20 feet from the cockatrice need only accept a +6 to-hit or to-cast dice rolls (if you do not wish to accept these penalties, you risk looking into the cockatrice's eyes should it turn its gaze towards you).

Tail Attack

The cockatrice wields it tail as a weapon. The touch of the tail can turn an opponent into stone unless the opponent makes a spell resistance dice check. The tail can reach any opponent in melee with the cockatrice (and the cockatrice can twist is head to look at any opponent it is fighting). Randomly determine the target of the tail attack. If the tail hits a character, he or she must make a spell resistance dice roll or be turned to stone.

Cockatrice

Threat: 3
WR: 1d4
TKA: 1d2
Wounds: 20+2d6

Soul Points: 0
Power: 12
React: 18+0
Resolve: 18+20

Luck: 0
Spell Resis: 18+0
Relative Size: 0.4

Walking: 3
Charging: 9
Running: 15
Broad Jump: -
Flying: 60
Free Weight: -

	Tail
Skill	15
Defense Adj.	n/a
Attack Rank	24 / 2d12
Damage	Special*

Armor: None
APV: 0
WR: 1d4
TPV: 1d4

Awareness: 18+5
Bush Craft: 18+15
Mountain Craft: 18+10

* Special: Tail Attack

The cockatrice wields it tail as a weapon. The touch of the tail can turn an opponent into stone unless the opponent makes a spell resistance dice check. The tail can reach any opponent in melee with the cockatrice (and the cockatrice can twist is head to look at any opponent it is fighting, even one that is behind it). Randomly determine the target of the tail attack. If the tail hits the character, he or she must make a spell resistance dice roll or be turned to stone.

Gaze Attack.

One in four cockatrices have a gaze attack. Refer to the back of this stat shee for more information on how this attack works.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	20	14	9	21	16	7	13	7
2	13	13	12	12	19	13	17	4
3	10	6	10	12	12	10	18	7
4	7	3	2	10	14	11	13	13
5	9	16	22	10	9	19	15	13
6	16	17	20	6	21	8	9	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	24	28	26	28	23	25	29	29
2	24	25	29	24	27	31	30	25
3	30	27	28	31	27	28	31	27
4	27	27	23	30	27	27	23	26
5	28	29	24	24	24	28	29	24
6	26	24	29	27	27	30	27	25

(Cockatrice)

No Image Currently Available

Fire Salamander

Alignment: Neutral

Nature:

Type: Magical Animal

The fire salamander lives in high mountains and areas where there is extreme heat. They are completely unharmed by fire and are able to swim in lava as if it were water. They are feared in battle due to the huge amounts of heat they generate.

Immune to heat damage

A fire salamander takes no damage from fire or heat based magic.

Takes double damage from cold

The fire salamander is susceptible to cold-based damage; it will take double normal damage from all cold-based spells and spell affects. In addition, in any round in which the fire salamander takes even one point of cold-based damage, it will be slowed on the following combat round. When slowed, you have to double the salamanders attack rank. On any round in which its final attack rank is 26 or more, the fire salamander does not attack on that round. Roll the salamanders tail and bite attack separately (so it may loose neither, one or both of its attacks).

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Fold along the dotted line.

Fire Salamander Threat: 3 WR: 2d4 TKA: 2d6 Wounds: 30+2d20 Soul Points: 0 Power: 40 React: 9 Resolve: 12 Luck: 0 Spell Resis: 14 Relative Size: 9 Walking: 4 Charging: 12 Running: 20 Broad Jump: - Flying: - Free Weight: -	<table border="1"> <tr> <td></td> <td>Bite</td> <td>Total</td> <td>Tail</td> <td>Total</td> </tr> <tr> <td>Skill</td> <td>15</td> <td></td> <td>9</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d6</td> <td>3d6</td> <td>2d6</td> <td>4d6</td> </tr> </table>		Bite	Total	Tail	Total	Skill	15		9		Defense Adj.	n/a		n/a		Attack Rank	24 / 2d12		24/2d12		Damage	1d6	3d6	2d6	4d6	Armor: None APV: 0 Awareness: 15 WR: 2d4 Mountain Craft: 18+10 TPV: 2d4
		Bite	Total	Tail	Total																						
Skill	15		9																								
Defense Adj.	n/a		n/a																								
Attack Rank	24 / 2d12		24/2d12																								
Damage	1d6	3d6	2d6	4d6																							
	(Fire Salamander) Sorry, no Image Currently Available				Heat Damage The Fire Salamander generates hugh amounts of heat. The heat it generates is transferred straight though their bite attacks. Whenever the fire salamnader lands a bite attack, make two sets of damage rolls; the second set of rolls equals the heat damage done by the bite. Although the heat damage bypasses a targets armor (no APV roll) the target does get a WR dice roll against this bonus heat damage.																						
	Pre - Rolled Attack Rank								Pre - Rolled Wounds																		
		1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8									
	1	15	13	17	7	16	23	9	19	1	37	49	43	43	37	42	45	43									
	2	10	8	8	19	14	6	22	15	2	48	37	42	41	45	46	41	36									
	3	7	16	19	12	9	20	12	8	3	40	46	52	40	51	43	37	49									
	4	16	12	8	6	7	13	10	6	4	43	33	35	49	37	45	36	37									
	5	20	18	10	16	10	18	8	5	5	51	43	45	45	44	40	49	34									
	6	6	9	16	20	12	4	16	3	6	39	45	52	37	50	46	43	40									

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Frog, Giant

Alignment: Neutral
 Nature: If it fits in my mouth, it must be food
 Type: Unnatural Animal

The giant frog is a very aggressive hunter. It will pretty much try to eat anything that is smaller than it (up to a RS rating of 2 or less). The frog is able to shoot its tongue out to a distance of 20 feet. If the tongue hits, it will wrap itself around the target. Roll 1d20 on the following to see what the tongue latches onto.

- 1-2 Head
- 3 Neck
- 4-7 Torso
- 8-10 Left Leg
- 11-13 Right Leg
- 14-16 Both Legs
- 17-18 Left Arm
- 19-20 Right Arm

Head
 The character cannot attack or cast spells as he is dragged into the waiting mouth of the Frog. The character will take 1d4+2 rounds to reach the frog's mouth.

Neck
 The character cannot attack or cast spells and is dragged into the frog's mouth. Since the character is being choked at the same time, it will only take 1d2+1 rounds to reach the mouth.

Torso
 It will take the character 1d6+1 rounds to be dragged into the mouth. The character

can attack or cast spells at +4 on the dice while this is happening.

Left or Right Leg
 The character is dragged into the frog's mouth in 1d4+1 combat rounds. The character can attack and cast spells at the frog while this is happening but at +8 on to hit and to cast dice rolls.

Both Legs
 The character is dragged into the frog's mouth in 1d3+1 combat rounds. The character can attack or cast spells but must do so by adding +12 to the to hit or to cast dice rolls.

Left or Right Arm
 It will take the character 1d4+2 rounds to be dragged into the mouth. The character can only attack the frog if his or her weapon hand is free. If a spell caster has to use his off hand to cast a spell, then add +2 to the to cast dice roll.

Attacking the Frogs Tongue
 The group may try to attack the frog's tongue. The tongue is resilient and incredible tough. The frog is used to things gnawing on its tongue as they try to get away (meaning it can shrug off a lot of pain while it drags things into its mouth. To hit the tongue at all a character must add +4 to his or her to hit dice. This penalty is added to the penalty a character has if he or she has been caught by the tongue. In addition to this, the tongue's WR dice roll is double that of the frogs. The last of the bad news is that the tongue will not release until it has taken half the frog's normal wound total in damage.

Eating the Character
 A frog that gets a character into its mouth will eat the character. The character can do nothing while in the mouth but scream and yell at the pain of being eaten alive (you would think it would have to hurt just a bit).

Frog, Giant

Threat: 2
 WR: 2d4
 TKA: 4d6
 Wounds: 20+2d20

Soul Points: 0
 Power: 40
 React: 14
 Resolve: 16

Luck: 0
 Spell Resis: 7
 Relative Size: 4

Walking: 3
 Charging: -
 Running: -
 Broad Jump: 25
 Flying: -
 Free Weight: -

	Tongue	Bite	Total
Skill	18 + 20	18+0	
Defense Adj.	n/a	n/a	
Attack Rank	24 / 2d12	24/2d12	
Damage	Special *	2d6	6d6

(Giant Frog)
 No Image Currently Available

Armor: None
APV: 0
WR: 2d4
TPV: 2d4
Awareness: 18+25
Bush Craft: 18+15
Concealment: 18+30

Movement and First Attack
 The frog does not walk; it hides in wait and jumps out when prey passes close by. The frog can jump up to 30 feet and still hit a target with its tongue 20 feet away. The frog will attack with surprise unless a character can make a sixth sense roll on the round before it attacks. If the roll is made the character expects the attack and gets a free attack against the tongue if it is used against him. If this free attack does even one point of damage to the tongue, the frog will think the meal is not worth it and leap off. Once the tongue grabs hold, the frog must be killed or the character will be eaten alive. See the back of this stat sheet for more information on the tongue attack.

*** Special**
 Refer to the back of this stat sheet, for information on how long it takes the tongue to drag a character into the frog's mouth.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	18	6	10	12	21	17	19
2	14	19	11	4	21	11	19	12
3	17	14	11	19	15	14	9	22
4	7	18	6	9	18	16	15	15
5	12	13	10	13	4	18	5	12
6	19	4	14	12	5	16	7	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	23	45	52	36	41	39	52	28
2	37	30	48	39	40	39	41	39
3	29	48	51	30	44	42	37	43
4	48	58	54	44	39	39	38	34
5	57	40	30	34	46	49	31	33
6	54	39	29	50	33	42	35	48

Goblin Wolf, Mature

Alignment: Evil
 Nature: Vicious and still growing
 Type: Unnatural Animal

These huge wolves have been bred for centuries by the goblins of the Kanit mountain range. The legend of the Goblin's Death God tells of how the Goblins came to raise and control these great beasts. Although seldom seen on their own, a few of these great monsters have escaped from their goblin trainers and roam the mountains and hills of the Keal area. To determine the age of one that roams free roll 1d100

1-60 Young
 61-90 Mature
 91+ Old

See the appropriate stat sheet for the characteristics of a Mature or Old Goblin wolf.

These wolves are between the ages of six and ten years old. At this point in their lives, they can weigh in at 400 pounds and can have a shoulder height of about three and a half feet. Throughout this period the wolves continue to grow and develop. The breeders are always on the look out for characteristics they know to avoid or the ones that they hope to breed into all the wolves. The characteristics that are given are for an average wolf in the age group.

Composition of the pack

In any full pack of wolves, there will be the following pack characteristics. For each 10 young wolves, there will be two mature wolves and one Old Wolf.

You will only find a pack of Goblin Wolves if you also have a Goblin Trainer

present. Normally, if a trainer accompanies a raiding party, he or she will take no more than 10 animals for each 100 goblins in the raiding party.

Carry Goblin Wolf Riders

Wolves in this age category are capable of carrying a creature whose RS rating is .6 or less.

Special Attack, Body Slam

The wolf has a form of attack called a body slam. With this attack, the wolf attempts to knock the opponent to the ground.

There is a 2 in 6 chance that it will use this form of attack in any given combat round. A goblin Wolf rider cannot attack on the round the wolf uses this attack.

The target of this attack gets a free attack against the wolf. If the free attack does even one point of damage the wolf's attack fails

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If wolf wins the character is knocked to the ground unless he or she can make a Balance skill check adding in the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a combat and a react stat check. Failing these rolls, the character spends two complete rounds on the ground.

Attacking a Character on the Ground

A character on the ground defends with either a weapon or a shield, but not both. A wolf that attacks a character on the ground gets to re-roll its to hit dice if its first roll indicates a miss.

Goblin Wolf, Mature

Threat: 3
 WR: 1d8
 TKA: 2d8
 Wounds: 45+2d10

Soul Points: 0
 Power: 35
 React: 7
 Resolve: 15

Luck: 0
 Spell Resis: 5
 Relative Size: 3.5

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 4d6
 Flying: -
 Free Weight: 0.6*

* This is the RS rating of the creature the Wolf is able to carry.

	Bite	Total	Body Slam
Skill	18 + 20		18 + 0
Defense Adj.	n/a		n/a
Attack Rank	24 / 2d12		24/2d12
Damage	2d6	2d6+2d8	Special*

(Goblin Wolf, Mature)
 Sorry, no Image Currently Available

Armor: None
APV: 0
WR: 1d8
TPV: 1d8

Awareness: 18+25
Bush Craft: 18+10
Sixth Sense: 10
Tracking: 18+25

* Body Slam Attack

There is a 2 in 6 chance that the wolf will use this attack

The target of this attack gets a free attack against the wolf. If the wolf takes damage from this attack, the attack fails.

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If the wolf wins the character is knocked to the ground unless he or she can make a Balance skill check while adding the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a Combat and a React stat check. Failing these rolls, the character spends two complete rounds on the ground.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	15	9	14	13	17	11	20
2	13	13	12	9	15	13	13	7
3	8	14	13	5	9	9	16	13
4	14	10	5	16	19	6	18	16
5	10	13	18	13	10	15	8	19
6	12	18	17	9	12	18	13	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	57	51	54	59	59	54	48	50
2	60	54	55	53	56	59	54	61
3	56	55	56	51	62	50	53	56
4	57	63	56	58	51	49	51	57
5	54	56	52	56	62	64	58	55
6	58	63	61	54	53	55	57	51

Goblin Wolf, Old

Alignment: Evil
 Nature: Vicious and still growing
 Type: Unnatural Animal

These huge wolves have been bred for centuries by the goblins of the Kanit mountain range. The legend of the Goblin's Death God tells of how the Goblins came to raise and control these great beasts. Although seldom seen on their own, a few of these great monsters have escaped from their goblin trainers and roam the mountains and hills of the Keal area. To determine the age of one that roams free roll 1d100

1-60	Young
61-90	Mature
91+	Old

See the appropriate stat sheet for the characteristics of a Mature or Old Goblin wolf.

These wolves are between the ages of six and ten years old. At this point in their lives, they can weigh in at 600 pounds and can have a shoulder height of about four a half feet. Throughout this period the wolves continue to grow and develop. The breeders are always on the look out for characteristics they know to avoid or the ones that they hope to breed into all the wolves. The characteristics that are given are for an average wolf in the age group.

Composition of the pack

In any full pack of wolves, there will be the following pack characteristics. For each 10 young wolves, there will be two mature wolves and one Old Wolf.

You will only find a pack of Goblin Wolves if you also have a Goblin Trainer

present. Normally, if a trainer accompanies a raiding party, he or she will take no more than 10 animals for each 100 goblins in the raiding party.

Carry Goblin Wolf Riders

Wolves in this age category are capable of carrying a creature whose RS rating is .8 or less.

Special Attack, Body Slam

The wolf has a form of attacked called a body slam. With this attack, the wolf attempts to knock the opponent to the ground.

There is a 2 in 6 chance that it will use this form of attack in any given combat round. A goblin Wolf rider cannot attack on the round the wolf uses this attack.

The target of this attack gets a free attack against the wolf. If the free attack does even one point of damage the wolf's attack fails

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If wolf wins the character is knocked to the ground unless he or she can make a Balance skill check adding in the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a combat and a react stat check. Failing these rolls, the character spends two complete rounds on the ground.

Attacking a Character on the Ground

A character on the ground defends with either a weapon or a shield, but not both. A wolf that attacks a character on the ground gets to re-roll its to hit dice if its first roll indicates a miss.

Goblin Wolf, Old

Threat: 4
 WR: 1d10
 TKA: 2d10
 Wounds: 60+2d12

Soul Points: 0
 Power: 42
 React: 8
 Resolve: 18+5

Luck: 0
 Spell Resis: 7
 Relative Size: 6

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 4d6
 Flying: -
 Free Weight: 0.8*

* This is the RS rating of the creature the Wolf is able to carry.

	Bite	Total	Body Slam
Skill	18 + 30		18 + 10
Defense Adj.	n/a		n/a
Attack Rank	24 / 2d12		24/2d12
Damage	2d6	2d6+2d10	Special*

Armor: None
APV: 0
WR: 1d10
TPV: 1d10

Awareness: 18+35
Bush Craft: 18+15
Sixth Sense: 15
Tracking: 18+35

* Special Body Slam Attack

There is a 2 in 6 chance that the wolf will use this attack

The target of this attack gets a free attack against the wolf. If the wolf takes damage from this attack, the attack fails.

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If the wolf wins the character is knocked to the ground unless he or she can make a Balance skill check while adding the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a Combat and a React stat check. Failing these rolls, the character spends two complete rounds on the ground.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	19	19	4	20	16	21	7
2	14	14	12	15	14	17	20	11
3	18	15	7	11	7	11	17	16
4	8	16	9	18	16	8	9	6
5	17	18	13	8	14	17	14	17
6	22	11	16	15	10	11	5	19

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	81	82	93	79	90	83	85	83
2	83	80	83	85	85	73	88	87
3	85	91	84	87	87	89	81	93
4	77	78	90	83	86	79	78	73
5	91	75	82	85	84	77	83	84
6	77	83	84	86	82	85	72	88

Goblin Wolf, Young

Alignment: Evil
 Nature: Vicious and still growing
 Type: Unnatural Animal

These huge wolves have been bred for centuries by the goblins of the Kanit mountain range. The legend of the Goblin's Death God tells of how the Goblins came to raise and control these great beasts. Although seldom seen on their own, a few of these great monsters have escaped from their goblin trainers and roam the mountains and hills of the Keal area. To determine the age of one that roams free roll 1d100

1-60 Young
 61-90 Mature
 91+ Old

See the appropriate stat sheet for the characteristics of a Mature or Old Goblin wolf.

These wolves are between the ages of six and ten years old. At this point in their lives, they can weigh in at 250 pounds and can have a shoulder height of about three. Throughout this period the wolves continue to grow and develop. The breeders are always on the look out for characteristics they know to avoid or the ones that they hope to breed into all the wolves. The characteristics that are given are for an average wolf in the age group.

Composition of the pack

In any full pack of wolves, there will be the following pack characteristics. For each 10 young wolves, there will be two mature wolves and one Old Wolf.

You will only find a pack of Goblin Wolves if you also have a Goblin Trainer

present. Normally, if a trainer accompanies a raiding party, he or she will take no more than 10 animals for each 100 goblins in the raiding party.

Carry Goblin Wolf Riders

Wolves in this age category are capable of carrying a creature whose RS rating is .4 or less.

Special Attack, Body Slam

The wolf has a form of attacked called a body slam. With this attack, the wolf attempts to knock the opponent to the ground.

There is a 2 in 6 chance that it will use this form of attack in any given combat round. A goblin Wolf rider cannot attack on the round the wolf uses this attack.

The target of this attack gets a free attack against the wolf. If the free attack does even one point of damage the wolf's attack fails

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If wolf wins the character is knocked to the ground unless he or she can make a Balance skill check adding in the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a combat and a react stat check. Failing these rolls, the character spends two complete rounds on the ground.

Attacking a Character on the Ground

A character on the ground defends with either a weapon or a shield, but not both. A wolf that attacks a character on the ground gets to re-roll its to hit dice if its first roll indicates a miss.

Goblin Wolf, Young

Threat: 2
 WR: 1d6
 TKA: 2d6
 Wounds: 30+2d8

Soul Points: 0
 Power: 28
 React: 6
 Resolve: 15

Luck: 0
 Spell Resis: 4
 Relative Size: 4

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 4d6
 Flying: -
 Free Weight: 0.4*

* This is the RS rating of the creature the Wolf is able to carry.

	Bite	Total	Body Slam
Skill	18 + 10		14
Defense Adj.	n/a		n/a
Attack Rank	24 / 2d12		24/2d12
Damage	2d6	4d6	Special*

Armor: None

APV: 0

WR: 1d6

TPV: 1d6

Awareness: 18+15

Bush Craft: 18+5

Sixth Sense: 5

Tracking: 18+15

* Special Body Slam Attack

There is a 2 in 6 chance that the wolf will use this attack

The target of this attack gets a free attack against the wolf. If the wolf takes damage from this attack, the attack fails.

After the free attack the wolf must still roll a to hit versus the target. If this attack hits then the wolf and target each roll 1d20 and add their power rating to the dice roll. If the wolf wins the character is knocked to the ground unless he or she can make a Balance skill check while adding the wolf's power rating to the dice roll.

A character that has been knocked down loses all remaining attacks and actions on the round it happens. To get up at the end of the following round, the character must make a Combat and a React stat check. Failing these rolls, the character spends two complete rounds on the ground.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	13	19	17	6	11	23	9
2	19	17	12	14	12	6	12	13
3	10	11	5	9	11	11	4	10
4	12	16	13	12	8	12	19	11
5	6	4	16	9	14	7	11	9
6	20	18	20	6	11	7	12	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	45	40	41	37	40	34	39	39
2	40	38	36	36	36	41	43	44
3	42	40	42	37	41	40	38	36
4	37	38	40	35	40	39	41	43
5	39	35	44	40	41	41	34	35
6	40	45	39	39	39	38	43	34

Griffon, Young

Alignment: Neutral

Nature: Intelligent and enjoys fresh meat (not necessarily character meat)

Type: Magical Animal, Flyer

The griffon is a beast made from the cross of a Lion and an Eagle. It is an unnatural abomination that is as smart as the average human. In addition to its intelligence, the Griffon can grow to very large size, capable of carrying off a large horse.

The main body and legs of the griffon are that of a lion. The head is that of an Eagle and although no one knows for sure why, its ears resemble those of a dog more than those of an eagle. Where the lion's claws would be are a bird's talons.

The beast described on this stat sheet is very young. It would be capable of carrying off a character (any character) but is not up to carrying off a horse yet.

Griffon, Young

Threat: 10
 WR: 3d8+8
 TKA: 4d6+12
 Wounds: 200+1d100

Soul Points: 0
 Power: 70
 React: 8
 Resolve: 18+15

Luck: 0
 Spell Resis: 14
 Relative Size: 25

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: 125
 Free Weight: -

	Talons (*2)	Total	Bite	Total
Skill	18 + 35		18 + 60	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	2d6	6d6+12	4d6	8d6+12

Armor: None
APV: 0
WR: 3d8+8
TPV: 3d8+8
Awareness: 18+50
Detection: 18+50

Vision Acuity

The griffon has 10 times vision acuity. This means that something that is 100 feet away would appear as if it were 10 feet away (when you see it up in the sky as a small dot... it sees you as a small meal).

Food for thought

This Griffon is capable of carrying off a Trock... This gives you an idea of the mid range of tough. A dragon would be much more scary.

(Griffon)
 No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	19	13	17	21	12	20	9	12
2	14	16	10	4	7	17	20	8
3	3	14	7	6	3	12	15	12
4	10	13	19	15	14	20	18	5
5	12	4	18	5	7	11	9	18
6	21	10	16	15	9	15	4	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	141	197	147	123	190	149	133	162
2	185	125	176	176	161	191	104	132
3	128	102	137	118	171	183	118	117
4	190	179	118	125	187	142	167	146
5	143	138	163	193	110	117	154	140
6	163	117	123	110	161	109	116	160

Leonine

Alignment: Neutral, Neutral Good or Good
 Nature: Protector of Leonid Royalty
 Type: Magical Animal.

A Leonine resembles the largest of the Male Lions, weighing in at over 520 pounds. Cy, a Leonid Diety of Protection and Defense, created the Leonine. The Leonine are always born as pairs (a lioness will birth two cubs, each a Leonine). The pair share a telepathic link and can work perfectly together, although the link is limited to a few miles distance, at best. Leonine are created for a specific purpose. They are guardians of Leonid royalty. A pair is born to each royal house.

When you meet a Leonine, you know that Leonid royalty is nearby. The one exception to this happens when a Leonine goes rogue. This happens when a single Leonine in a pair is killed. Normally, when one Leonine is killed, it is the job of the one they are protecting to kill the survivor. If the protected does not kill the Leonine, then his family loses the benefit of the protection. But even with this, killing the Leonine is not an easy thing to do for the protected. A bond develops over the years and the death of a Leonine can affect the protected nearly as much as it affects the surviving Leonine. If the protected cannot bring himself to end the life of the surviving Leonine, it will run off. Given enough time a type of insanity will set in and it will begin to kill indiscriminately.

Communicationg with a Leonine

The family the Leonine protects cannot actually order the creature around. The Leonine is always nearby, always watchful and even though nothing is even said aloud to them, they always seem to know where to go if they need to find their ward. The only individuals that can communicate directly to the Leonine (oddly enough) are the Calt Soul Walkers. This causes no end of insult in any Leonid royal court as everyone imagines that the Leonine are just blurting out secrets left and right to any Soul Walker that wanders by (even if its rare to see more than one soul walker in a given decade).

Surprise Target

Like a lion, a Leonine is normally able to attack its prey with surprise, unless its intended target can make a sixth sense skill check. When this happens the Leonine rolls its attacks as normal. However, the Leonine does no damage but rather, will knock its opponent down unless the opponent can make a React stat check. Whatever damage the Leonine would have done in its attacks is added to this skill check dice roll. The Leonine will Maul a character that has been knocked down This means the Leonine gets all three of its attacks and is allowed to re-roll misses. The target can defend with his weapon or shield while knocked down, but not both.

Getting up after being knocked down

A character that has been knocked down does not get any attacks against the Leonine so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

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Fold along the dotted line.

Leonine

Threat: 4
 WR: 1d6
 TKA: 1d12
 Wounds: 60+2d20

Soul Points: 80
 Power: 35+1d4
 React: 16+0

Luck: 7
 Spell Resis: 14+0
 Relative Size: 4

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

	Claw (*2)	Total	Bite	Total
Skill	18 + 24		18 + 40	
Defense Adj.	N/A		N/A	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d12	2d12	2d8	2d8+1d12

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Awareness: 18+25
Balance: 18+40
Concealment: 18+30
Desert Craft: 18+50
Move Un-Noticed: 18+40
Sixth Sense: 18+20
Tracking: 18+45

(Leonine)

No Image Currently Available

Ambush Target

Like a lion, a Leonine will stalk its prey. Unless its intended prey can make a sixth sense skill check, the Leonine will attack its intended prey with surprise. When this happens the Leonine rolls its attacks as normal. However, the Leonine does no damage but rather, will knock its opponent down unless the opponent can make a React stat check. Whatever damage the Leonine would have done in its attacks is added to this stat check. See the back of this sheet for more information on this.

Drag Target

If a target is on the ground and the Leonine makes a successful Bite Attack, it can opt to drag a target. The Leonine rolls any dice from a d4 to a d20. The lower of the two figures is the cost in Bite Synergy bonus to drag the target. The higher of the two rolls is the distance it drags the target.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	14	9	24	14	14	20	15
2	11	11	12	13	10	13	21	15
3	16	16	14	16	10	9	18	7
4	22	21	8	9	15	12	18	10
5	17	7	7	5	14	12	13	12
6	18	16	23	11	19	13	17	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	82	92	71	91	85	72	66	85
2	78	77	76	76	84	71	96	71
3	87	66	71	87	83	78	87	98
4	74	76	81	67	71	83	90	69
5	96	72	91	82	85	70	74	71
6	82	82	75	75	86	97	82	74

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Lizard, Giant

Alignment: Neutral

Nature: Will aggressively attack anything that comes near

Type: Unnatural Animal

This lizard can grow to a length of about 20 feet. Its powerful jaws give it a viscous bite and it will aggressively attack pretty much anything that it figures it can eat.

<p>Lizard, Giant</p> <p>Threat: 3</p> <p>WR: 1d6</p> <p>TKA: 1d12</p> <p>Wounds: 50+2d12</p> <p>Soul Points: 0</p> <p>Power: 40</p> <p>React: 12</p> <p>Resolve: 15</p> <p>Luck: 0</p> <p>Spell Resis: 4</p> <p>Relative Size: 12</p> <p>Walking: 4</p> <p>Charging: 12</p> <p>Running: 20</p> <p>Broad Jump: -</p> <p>Flying: -</p> <p>Free Weight: -</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"></td> <td style="width: 15%;">Bite</td> <td style="width: 15%;">Total</td> <td style="width: 15%;">Tail</td> <td style="width: 15%;">Total</td> </tr> <tr> <td>Skill</td> <td>18+0</td> <td></td> <td>15</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d8</td> <td>1d8+1d12</td> <td>1d12</td> <td>2d12</td> </tr> </table>		Bite	Total	Tail	Total	Skill	18+0		15		Defense Adj.	n/a		n/a		Attack Rank	24 / 2d12		24/2d12		Damage	1d8	1d8+1d12	1d12	2d12	<p>Armor: None</p> <p>APV: 0 Awareness: 10</p> <p>WR: 1d6 Mountain Craft: 18+20</p> <p>TPV: 1d6</p>																																																																																																					
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Lizard, Huge

Alignment: Neutral

Nature: Will aggressively attack anything that comes near

Type: Unnatural Animal

This lizard can grow to a length of about 15 feet. Its powerful jaws give it a vicious bite and it will aggressively attack pretty much anything that it figures it can eat.

<p>Lizard, Huge</p> <p>Threat: 2</p> <p>WR: 1d4</p> <p>TKA: 1d8</p> <p>Wounds: 40+2d10</p> <p>Soul Points: 0</p> <p>Power: 40</p> <p>React: 10</p> <p>Resolve: 14</p> <p>Luck: 0</p> <p>Spell Resis: 3</p> <p>Relative Size: 10</p> <p>Walking: 4</p> <p>Charging: 12</p> <p>Running: 20</p> <p>Broad Jump: -</p> <p>Flying: -</p> <p>Free Weight: -</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"></td> <td style="width: 15%;">Bite</td> <td style="width: 15%;">Total</td> <td style="width: 15%;">Tail</td> <td style="width: 15%;">Total</td> </tr> <tr> <td>Skill</td> <td>15</td> <td></td> <td>12</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d8</td> <td>2d8</td> <td>1d12</td> <td>1d8+1d12</td> </tr> </table>		Bite	Total	Tail	Total	Skill	15		12		Defense Adj.	n/a		n/a		Attack Rank	24 / 2d12		24/2d12		Damage	1d8	2d8	1d12	1d8+1d12	<p>Armor: None</p> <p>APV: 0 Awareness: 5</p> <p>WR: 1d4 Bush Craft: 18+10</p> <p>TPV: 1d4</p>																																																																																																					
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Manticore

Alignment: Evil

Nature: I like the smell of fear on my food

Type: Magical Animal

The manticore has the body of a great lion. The beast can use its spiked tail to fire poisoned missiles at a target. Its human like head has a great mouth filled with three rows of razor sharp teeth. The beast is vicious and cunning having human like intelligence within a body built for killing.

The manticore will stalk and hunt people. Once it has killed a person, it will eat the entire person, including armor and bones. Manticores that have been killed have been cut open to find the remains of whole skeletons as well as the armor and weapons they had. Most things that are eaten by the manticore are mangled and destroyed outright but a few may survive long enough to be found if the beast is slain within a day or two of its last meal.

Spiked Tail

The manticore's spiked tail will fire up to 1d6 missiles each round. All the missiles fired must be at the same target. Each

missile that hits does 2d6 damage, with the character APV and WR dice rolls negating some or all of the damage.

The missiles carry a poison although it is not known if the poison is natural to the manticore or if it is something the manticore makes and dips its tail into.

The poisons characteristics are:

Onset Time:	1 combat round
Run Time:	4d6 combat rounds
Damage Time:	1d4 combat rounds
Damage:	3d6

Only the character WR dice roll applies against the poison damage.

The character suffers from the poison damage if he or she suffers a single point of damage from one of the manticore's missiles. The affects of multiple doses of poison are not cumulative.

Manticore

Threat: 2
WR: 2d4
TKA: 2d6
Wounds: 40+2d20

Soul Points: 0
Power: 40
React: 16
Resolve: 15

Luck: 0
Spell Resis: 12
Relative Size: 5.5

Walking: 4
Charging: 12
Running: 20
Broad Jump: -
Flying: -
Free Weight: -

	Claw (*2)	Total	Bite	Total	Tail (1d6)	Total
Skill	18 + 15		18 + 25		18+15	
Defense Adj.	n/a		n/a		n/a	
Attack Rank	24 / 2d12		24/2d12		24/2d12	
Damage	1d10	2d6 + 1d10	2d10	2d6+1d10	2d6	2d6

Armor: None
APV: 0
WR: 2d4
TPV: 2d4

Awareness: 18+15
Bush Craft: 18+45
Desert Craft: 18+45
Sixth Sense: 18+5
Tracking: 18+60

Tail Attack

The manticore can use its tail to fire 1d6 missiles each round. This attack is in addition to its normal claw and bite attacks. All missiles are fired at the same target. Roll each missile separately. If even one of the missiles does even one point of damage to the target the target is poisoned. See the back of this stat sheet for more information on this.

(Manticore)

No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	14	11	10	17	16	8	11
2	21	22	15	14	13	24	9	10
3	9	11	13	10	8	13	4	17
4	6	6	17	15	18	10	14	22
5	14	18	10	12	5	16	17	14
6	17	9	15	14	16	12	23	5

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	75	59	65	54	70	64	52	58
2	58	57	51	59	75	68	52	51
3	53	74	62	62	67	74	75	70
4	80	64	50	68	56	58	77	78
5	64	65	58	70	61	61	62	45
6	68	66	59	63	62	57	74	69

Pegasus

Alignment: Neutral
 Nature: Strong, powerful and loyal
 Type: Magical Animal

The pegasus depicted here can carry a character (or combination of characters) that have a total RS rating of 2.8 or less.

Attack

The pegasus may do one of the following in a given combat round. It must be on the ground to perform these actions.

- 1 Rear up and attack a target to the front using its front hoofs.
- 2 Bite a target to the front
- 3 Kick a target to the rear

If the pegasus is being ridden, the rider may make the pegasus attack while the rider also attacks. To do this, the character must make a roll against his Riding Craft skill and his Balance skill (the character must make both rolls). These rolls are made at a penalty to the riding skill check only and depend on which attack the rider wants the horse to make.

Penalty	Attack
+15	Rear up and attack a target to the front using its front hoofs.
+10	Bite a target to the front
+25	Kick a target to the rear

Buying a Pegasus

A Pegasus would be very rare and very expensive (at least 50k). The legend weaver should decide on the final price and availability.

Pegasus	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"></td> <td style="width: 15%;">Hoof</td> <td style="width: 15%;">Total</td> <td style="width: 15%;">Bite</td> <td style="width: 15%;">Total</td> <td style="width: 15%;">Kick</td> <td style="width: 15%;">Total</td> </tr> <tr> <td>Skill</td> <td>18 + 0</td> <td></td> <td>18 + 15</td> <td></td> <td>14</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d2</td> <td>1d2+1d10</td> <td>1d4</td> <td>1d4+1d10</td> <td>2d8</td> <td>2d8+1d10</td> </tr> </table>		Hoof	Total	Bite	Total	Kick	Total	Skill	18 + 0		18 + 15		14		Defense Adj.	n/a		n/a		n/a		Attack Rank	24 / 2d12		24/2d12		24/2d12		Damage	1d2	1d2+1d10	1d4	1d4+1d10	2d8	2d8+1d10	Armor: None APV: 0 WR: 2d4 TPV: 2d4
	Hoof	Total	Bite	Total	Kick	Total																															
Skill	18 + 0		18 + 15		14																																
Defense Adj.	n/a		n/a		n/a																																
Attack Rank	24 / 2d12		24/2d12		24/2d12																																
Damage	1d2	1d2+1d10	1d4	1d4+1d10	2d8	2d8+1d10																															
Threat:	2	Attack																																			
WR:	2d4					The pegasus may do one of the following in a given combat round. The Pegasus can only use these attacks while on the ground.																															
TKA:	1d10					<ol style="list-style-type: none"> 1 Rear up and attack a target to the front using its front hoofs. 2 Bite a target to the front 3 Kick a target to the rear 																															
Wounds:	35+2d12					If the pegasus is being ridden, the rider may make a pegasus attack while the rider also attacks. See the back of this stat sheet for more information on this.																															
Soul Points:	0	(Pegasus)																																			
Power:	45	No Image Currently Available																																			
React:	14																																				
Resolve:	15																																				
Luck:	0																																				
Spell Resis:	8																																				
Relative Size:	14																																				
Walking:	5																																				
Charging:	15																																				
Running:	25																																				
Broad Jump:	-																																				
Flying:	100																																				
Free Weight:	2.8*																																				
* This is the RS rating of the creature the Horse is able to carry.																																					

Pit Horror

Alignment: Evil

Nature: I wait... ahead... in the dark... in the pit

Type: Magical Animal

The pit horror is an abomination that is often found in dungeons and old abandoned underground complexes. It is a vile creature that barely has form. It half slithers, half crawls when it moves. Although it has mouths and teeth it is able to liquefy its entire form and slip through the smallest opening. It will often slime its way to the bottom of pits and sleep, rest or lay in wait in the darkness. Things that fall into the pit, find that they must fight for their lives or die to the horror.

Number of Mouths

The pit horror is the rough size of a man. However, rather than having arms, legs and head, it has a shape-

less form covered in teeth filled mouths. It will normally be pressed into once of the pits corners. When someone falls into the pit, it will attack. If the Pit Horror can make a react roll, it can attack while the character is still on the floor of the pit, otherwise, it does not attack until the character has stood up.

The creature attacks by thrusting itself onto the character. When it does this, multiple mouths bite into the character as it tries to ooze over and eat the character alive. The character can fight back, and what normally follows is a desperate struggle for survival.

Pit Horror

Threat: 3
WR: 1d4
TKA: 1d8
Wounds: 20+2d10

Soul Points: 0
Power: 20
React: 14
Resolve: 16

Luck: 0
Spell Resis: 12
Relative Size: 6

Walking: 1
Charging: -
Running: -
Broad Jump: -
Flying: -
Free Weight: -

	Bite (1d6)*	Total
Skill	14	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d6	1d6+1d8

(Pit Horror)

No Image Currently Available

Armor: None

APV: 0

Awareness: 15

WR: 1d4

Concealment: 18+5

TPV: 1d4

* Bite

The Pit Horror can attack one character at a time (normally the poor sucker that fell into the pit). The pit horror gets 1d6 attacks against the individual. You only roll one attack rank for all of its attacks.

Because of the nature of the pit horror's attacks, a character being attacked by the pit horror gets a free attack when the character makes its own attack.

Attack with Surprise

The pit horror will attack with surprise unless the character can make a React stat check. If the pit horror attacks with surprise, it can re-roll any missed hits on the first round of combat.

More Information

Refer to the back of this stat sheet for more information on how to run the encounter.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	19	11	13	11	16	15	16	13
2	5	7	14	17	8	10	13	8
3	5	12	10	12	12	21	14	18
4	9	11	17	4	12	18	17	14
5	13	16	9	19	5	13	19	24
6	13	14	9	9	16	9	16	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	28	30	31	28	33	26	38	40
2	25	31	35	26	36	39	31	33
3	29	38	27	31	34	30	33	24
4	34	36	30	37	32	28	34	36
5	34	27	37	25	37	34	37	37
6	32	28	29	33	35	30	30	30

Pit Terror

Alignment: Evil

Nature: Step into my mouth... er, I mean pit

Type: Magical Animal

The pit horror is a very strange creature. Even though it lives in the deepest forests its body is a good 30 feet long and squid like. It digs a very large hole in the ground, usually in the center of a small clearing. It slips into the hole covering itself with small branches and bushes. It then lays its tentacles out over the ground and waits for prey to wander by. When prey does come near, it wraps its tentacles around the prey's legs and drags it towards the pit. Once in the pit, it attacks from below, killing and eating whatever it has caught.

The pit terror's tentacles look like thick tree vines. A pit terror will have 4+2d4 tentacles in total. Each is capable of dragging a creature whose RS rating is one.

This means that if the pit terror wants to catch and eat a creature whose RS rating is 4, it will take 4 tentacles. Once caught it takes 2d3+2 combat rounds to be dragged into the pit.

To hit a tentacle a character has to add +4 to the dice roll. If a character is caught by one or more tentacles, he or she must add an addition +2 per tentacle. Each tentacle takes 20 wounds to sever and has a WR dice roll that its double the pit terror's own dice roll.

It is very hard to actually kill the pit terror. It will normally be buried 3 or 4 feet beneath ground level. The mouth is pointing towards you if you where to decide to jump in (not a good thing). If in danger, the pit terror will push itself deeper into the ground. This means that only magic can be used or long thrusting weapons such as spears and pole arms. Anything shorter might get a hit or two, which will cause the creature to retract into the ground. When the creature goes into the ground, it retracts its tentacles back beneath ground level as well.

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Pit Terror

Threat: 2
WR: 1d6
TKA: 1d10
Wounds: 30+2d20

Soul Points: 0
Power: 40
React: 14
Resolve: 18+0

Luck: 0
Spell Resis: 12
Relative Size: 6

Walking: 1
Charging: -
Running: -
Broad Jump: -
Flying: -
Free Weight: -

	Tentacle (6-12)	Total	Bite	Total
Skill	18 + 25		18 + 30	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	Special*		2d10	2d12

Armor: None

APV: 0

WR: 1d6

TPV: 1d6

Awareness: 18+60

Bush Craft: 18+15

Concealment: 18+40

* Tentacles

Every Pit Terror will have 4+2d4 tentacles. Roll or assign the number when placing the pit terror in your campaign. The tentacles will try to wrap around the legs of any that pass within 20 feet of the pit terror. See the back of this stat sheet for specifics on how the pit terror uses it tentacles to drag its prey into its mouth.

Attack with Surprise

A character may make a Sixth Sense roll when approaching the pit terror. If the roll is made, the character will stop just out of attack range and will know that danger is very close. A character must make a Detection roll to realize the pit the pit terror is hiding in. The character must make a second Detection roll to realize the "vines" all lead into the pit.

(Pit Terror)
No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	9	9	20	6	9	12	2
2	7	19	14	5	21	8	10	18
3	12	15	12	10	11	11	20	15
4	10	9	18	17	22	24	16	9
5	7	14	7	3	13	15	4	19
6	14	14	13	7	10	17	15	21

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	53	40	40	41	33	48	57	51
2	51	54	49	63	35	42	59	36
3	54	40	39	47	46	46	50	50
4	68	54	40	50	56	35	40	51
5	53	51	56	48	37	67	54	60
6	60	59	44	67	52	45	51	62

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Rat, Dread

Alignment: Evil

Nature: Dirty, disgusting and generally aggressive

Type: Magical Animal

The dread rat can be found alone or in the company of giant rats. It is not as common as the dread rat but is much more of a threat. The eyes of the dread rat glow red in the dark.

Disease Target

A dread rat's bite may place a magical disease on the target. In any bite in which the target takes one or more points of damage, the target must make a spell resistance dice roll. If the target fails the roll then he or she suffers a +1 penalty to all dice rolls. This penalty is applied each time the character is bitten and fails the Spell Resistance dice roll (the results of multiple failures is cumulative). The results last for the entire battle (actually longer, but it is easier to say it is just for the one battle) or until a cure disease or a successful dispel magic is cast upon the target of the disease.

Rats, Dread		Skill	Bite	Total	Armor:	None	Concealment:	18+20											
Threat:	1	Defense Adj.	n/a		APV:	0	Move Un-Noticed:	18+30											
WR:	1d2	Attack Rank	24 / 2d12		WR:	1d2	Dread rats will not run away like Giant rats. Neither will their presence stop giant rats from running.												
TKA:	1d4	Damage	1d8	1d8+1d4	TPV:	1d2	Pack Size												
Wounds:	15+2d6						Small Pack:	1d4											
Soul Points:	0						Mid Sized Pack:	2d6											
Power:	12+1d6						Large Pack:	3d8											
React:	10						Disease												
Resolve:	18+0						Anyone that takes a point or more of damage from a dread rat must make a Spell Resistance check or suffer a cumulative +1 penalty to all his or her dice rolls.												
Luck:	0																		
Spell Resis:	7																		
Relative Size:	0.75																		
Walking:	4																		
Charging:	12																		
Running:	20																		
Broad Jump:	-																		
Flying:	-																		
Free Weight:	-																		
		(Dread Rats)																	
		No Image Currently Available																	
		Pre - Rolled Attack Rank																	
			1	2	3	4	5	6	7	8	Pre - Rolled Wounds								
			1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
		1	14	19	13	20	9	15	8	17	1	26	22	19	24	20	21	27	23
		2	21	17	14	21	14	18	23	16	2	21	23	23	20	24	18	25	22
		3	6	15	7	11	6	8	7	8	3	24	23	22	19	17	25	21	18
		4	5	4	9	18	13	11	14	16	4	21	21	24	24	24	25	26	22
		5	20	9	14	13	16	18	16	18	5	23	22	20	24	21	18	17	23
		6	14	16	18	5	11	23	6	6	6	23	23	27	25	26	17	21	22

Rat, Giant

Alignment: Neutral

Nature: Dirty, disgusting and generally aggressive

Type: Un-natural Animal

The giant rat can grow to a shoulder height of three feet. They tend to hunt in packs, and eat anything they find or can kill. They can be found in the sewers or dungeons of every major human city. They seem to enjoy living alongside man (where man goes, you will find rats, including Giant Rats).

When the giant rat population starts to get out of hand, cats, dogs, children and even the odd adult will start disappearing.

Rats avoid the daylight and will tend to come out late at night.

Rats, Giant

Threat: 0
 WR: 1
 TKA: 1d2
 Wounds: 10+2d4

Soul Points: 0
 Power: 8+1d4
 React: 8
 Resolve: 6

Luck: 0
 Spell Resis: 4
 Relative Size: 0.6

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: -
 Flying: -
 Free Weight: -

	Bite	Total
Skill	14	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d6	1d6+1d2

Armor: None

APV: 0

WR: 1

TPV: 1

Concealment: 18+10

Move Un-Noticed: 18+15

Pack Size

Small Pack: 2d4
 Mid Sized Pack: 3d6
 Large Pack: 4d8

Resolve Checks

Giant rats are not the bravest things going. Up to six can attack a single character. If 25% of their number is killed, they must make a Resolve stat check or run away. At 50% casualties, they automatically run away.

(Giant Rats)

No Image Currently Available

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	13	17	9	15	15	23	5
2	16	19	14	11	4	21	12	18
3	8	11	22	13	12	19	20	21
4	12	11	9	15	7	17	18	17
5	14	7	8	6	9	8	12	19
6	15	19	5	19	4	10	23	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	12	15	12	13	14	12	15	12
2	12	17	16	15	15	15	14	14
3	18	14	15	14	14	17	16	16
4	18	18	14	12	13	13	18	13
5	15	17	16	15	18	12	12	12
6	16	18	18	17	15	18	15	18

Savage Hound

Alignment: Evil
 Nature: The hunt begins
 Type: Magical Animal

Savage hounds are great dog like creatures that roam the forests and woods of Panjere. They are large and vicious, roaming in packs that range from 3 to 18 animals (3d6). Once they have picked up a trail, they can be heard, baying and howling as they close in on the kill. The noise they make always starts out as a faint sound in the distance and grows greater and louder as the day passes. The Hounds will always "catch up" to the prey after 12+1d6 hours.

The savage hounds can follow any prey that does not fly, although very competent characters can hide a set of tracks well enough to throw the hounds off the trail. This is very hard thing to do though since the hounds come with their own very high level of tracking skill.

Once the hounds catch up to the prey, they will not attack for 1d3+1 days. So long as they do not attack, they circle the prey, howling and barking. They normally stalk the prey from a distance of a couple hundred feet, and seem to have an uncanny sense of where the prey is. They will attack anyone foolish enough to separate from a group and come looking for them. The intent of this action is to deprive those they hunt of sleep and rest, for as long as you are able to hear the sounds they make, you can do neither.

Because of the sounds the savage hounds make, have each character make a Resolve stat check for each day of the hunt. Each time the character fails this roll, have the player roll a d4. This is the penalty for not being able to rest and sleep for that day. The penalty accumulates and grows larger with each roll (i.e., keep a running total of the penalties).

The Hunter

Savage Hounds are sometimes accompanied by The Hunter. The hunter is armed with a great bow and a variety of arrows. He will kill those his hounds cannot, firing his arrows at those that can fly. You will have to refer to the separate stat sheet on The Hunter for more information.

Sights

The savage hounds and The Hunter can see equally as well at night or during the day.

Random Encounters

The Savage Hounds are normally placed on an area's wandering monster encounter tables. If the huntsman is with them, this fact should be noted on the tables. The hounds can be summoned (if using the correct summoning spell). The Huntsman cannot, even if he is listed as part of the encounter.

Savage Hounds

Threat: 3
 WR: 1d6
 TKA: 1d12
 Wounds: 20+2d4

Soul Points: 0
 Power: 20+2d8
 React: 15
 Resolve: 18+20

Luck: 0
 Spell Resis: 12
 Relative Size: 1.25

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 3d6+9
 Flying: -
 Free Weight: -

	Bite	Total
Skill	18 + 20	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d12	2d12

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Awareness: 18+0
Bush Craft: 18+30
Sixth Sense: 18+50
Tracking: 18+100

Catching the Prey

The hounds will catch up to the group in 12+1d6 hours. The hounds will circle the group for 1d3+1 days. No sleep or rest is possible while being hunted. Each day have each character roll a Resolve stat check. Failing the roll means a 1d4 cumulative penalty to all skill rolls.

Seeing the Hounds

The Savage hounds have a very well developed sixth sense. They are able to roll on their Sixth Sense Skill any time the group or a group member tries to see them (or tries to get a shot at one, etc). A successful roll means they remain out of sight until they are ready to attack. The situation may modify the chance that they will make the roll.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	12	12	12	18	5	13	17
2	9	21	11	11	22	16	11	11
3	17	18	13	15	12	2	14	11
4	13	4	14	11	16	20	15	15
5	14	14	9	10	20	13	7	5
6	22	8	14	7	7	3	17	16

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	26	24	24	24	24	23	26	27
2	22	26	22	25	28	27	28	25
3	26	23	25	24	25	24	24	26
4	22	26	25	24	25	25	23	24
5	27	22	23	25	26	27	26	28
6	26	25	28	27	25	25	24	25

Tree Horror

Alignment: Evil

Nature: Step closer... just a bit closer...

Type: Magical Animal, Magical Plant Creature

The tree horror looks like a 20 to 30 foot tall stump. The stump does have branches but no leaves. A tree horror will have 1 to 8 branches. You should roll for or decide on the number of branches when you place the tree horror in your game. The tree horror can hit anyone in melee with one of its branches. However, it cannot hit any single target with more than 3 branches in any single combat round.

Each branch may be used as a weapon to bash those standing by its base. The tree horror's mouth is beneath the main trunk. When one of its targets drops, it will move over the body and begin to eat it. 1d3+2 rounds will pass after the first character had dropped and the tree horror starts eating the character. Once the tree starts eating the character, the character is considered outright dead, regardless of his or her Rate of Dice results.

Due to the nature of the tree horror, its WR dice roll is actually larger than its TKA.

Tree Horror

Threat: 3
 WR: 2d8+4
 TKA: 2d6
 Wounds: 60+2d10
 Soul Points: 0
 Power: 12
 React: 14
 Resolve: 16
 Luck: 0
 Spell Resis: 14
 Relative Size: 8

	Branch Attacks (1-8)*	Total
Skill	15	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	2d6	4d6

Armor: None
APV: 0
WR: 2d8+4
TPV: 2d8+4
Awareness: 18+5
Bush Craft: 18+35
Concealment: 18+40

Branch Attacks (Number of Attacks)
 When you place a tree horror, you must roll 1d8 to determine how many branches it has. The tree horror can attack once per branch although no single target can be attacked by more than 3 branches.

Attack Location
 The tree horror will move into position and wait for prey to pass. It will normally sit and wait by a narrow road or path.

Attack with Surprise
 The tree horror will attack with surprise unless a character can make a sixth sense skill check. If the check is made, the character will stop just out of reach and will know that something is wrong.

(Tree Horror)

No Image Currently Available

Walking: 2
 Charging: -
 Running: -
 Broad Jump: -
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	16	10	12	13	11	7	10	12
2	15	23	10	22	20	11	15	15
3	3	12	11	15	18	14	9	14
4	15	6	12	13	16	15	19	17
5	10	13	16	8	19	10	14	11
6	7	13	13	6	15	13	10	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	78	73	71	76	72	74	73	70
2	71	68	63	75	75	72	67	69
3	75	71	69	69	74	71	67	78
4	70	72	64	76	66	80	63	67
5	69	76	73	67	65	69	69	73
6	66	71	72	69	73	63	66	71

Unicorn

Alignment: Neutral
 Nature: Strong, powerful and loyal
 Type: Magical Animal

The unicorn depicted here can carry a character (or combination of characters) that have a total RS rating of 2.8 or less. A unicorn is very intelligent although still not anywhere near human normal. It will avoid a fight if possible but if trapped it will not hesitate to attack as it attempts to gain its freedom. A unicorn makes a very powerful and loyal mount if one can be captured and trained.

Attack

On the first round of combat the Unicorn will charge the opponent, if the opponent is surprised and the unicorn is not.

Once the unicorn has engaged in melee, it can do one of the following in a given combat round.

- 1 Rear up and attack a target to the front using its front hoofs.
- 2 Bite a target to the front
- 3 Kick a target to the rear

If the unicorn is being ridden, the rider may make the unicorn attack while the rider also attacks. To do this, the character must make a roll against his Riding Craft skill and his Balance skill (the character must make both rolls). These rolls are made at a penalty to the riding skill check only and depend on which attack the rider wants the unicorn to make.

Penalty	Attack
+15	Rear up and attack a target to the front using its front hoofs.
+10	Bite a target to the front
+25	Kick a target to the rear

Buying a Unicorn

A unicorn would be very rare and very expensive (at least 50k). The legend weaver should decide on the final price and availability.

Unicorn		Hoof	Total	Bite	Total	Kick	Total	Charge	Total							
Threat:	2	Skill	18 + 0	Defense Adj.	n/a	Attack Rank	24 / 2d12	Damage	1d2	1d2+1d10	1d4	1d4+1d10	2d8	2d8+1d10	2d10	3d10
WR:	2d4															
TKA:	1d10															
Wounds:	35+2d12															
Soul Points:	0															
Power:	45															
React:	14															
Resolve:	15															
Luck:	0															
Spell Resis:	8															
Relative Size:	14															
Walking:	5															
Charging:	15															
Running:	25															
Broad Jump:	-															
Flying:	-															
Free Weight:	2.8*															
* This is the RS rating of the creature the Horse is able to carry.																

(Unicorn)
No Image Currently Available

Pre - Rolled Attack Rank										Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
1	21	12	5	16	6	3	9	8	1	47	47	47	54	46	51	48	47
2	22	5	4	12	23	10	17	16	2	45	41	48	49	52	55	53	49
3	10	19	8	17	12	8	11	6	3	57	49	54	41	40	46	52	44
4	15	8	13	15	16	5	6	7	4	48	53	42	40	43	53	47	48
5	13	7	18	20	7	15	2	19	5	48	41	45	39	44	47	51	45
6	16	12	5	7	9	4	7	12	6	43	51	44	50	50	53	53	45

Armor: None
APV: 0
WR: 2d4
TPV: 2d4

The unicorn will avoid combat if possible.

Attack

On the first round of combat the Unicorn will charge the opponent, if the opponent is surprised and the unicorn is not. Refer to the back of this stat sheet for additional information on the attacks available to the unicorn.

Wolf, Shadow

Alignment: Neutral

Nature: I hunt... during night's dark

Type: Magical Animal

The Shadow wolf is large and formidable. Its fur is pitch black and it is said that its eyes glow dark in the light. It normally hunts during the darkest time of the night. It is nearly always silent and nearly always alone. It is almost always able to bypass a sentry and will start its attack on a sleeping character.

Detecting the Shadow Wolf

If the shadow wolf makes it move un-noticed roll (which it usually does) the sentry or its target may make a Sixth Sense skill check to see if they are alerted to its presence. If a sentry, she will know that something is there, close by in the wood even if she does not know what. If a sleeping character makes the roll, then she knows that something is wrong, that she is in danger and that something is about to attack.

Shadow Poison

The Bite of the Shadow Wolf delivers a type of poison into the target called shadow poison. Shadow poison causes the targets

muscles to cease up. So long as the poison is in the character's system roll 3d6 and subtract the character's WR dice roll. If the character takes damage, then rather than suffering a decrease in wounds, the character's Attack Rank goes to 24/2d12 for that combat round (regardless of the weapon or skill being used). The affects of the poison will last for 3d8 combat rounds.

Will Avoid Light

The shadow wolf will avoid well-lit areas. A single fire in a camp is not considered a well-lit light. This only applies before the shadow wolf attacks. Once it attacks, it will continue to fight until driven off or it finishes killing everyone off.

Unaffected by Dark or Blindness

The shadow wolf can see in the dark, any darkness. The Shadow wolf can see in any lighting conditions, even magical darkness. In addition, you cannot blind the shadow wolf.

Insubstantial Opponent

The shadow wolf is part corporeal, part ghost. Whenever you hit the shadow wolf, there is a 1 in four chance that the weapon or spell will pass through the shadow wolf as if it were incorporeal for a moment or two (and this is basically what is happening).

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Wolf, Shadow

Threat: 2
WR: 1d4
TKA: 1d8
Wounds: 40+2d12

Soul Points: 0
Power: 35+1d6
React: 16
Resolve: 16

Luck: 0
Spell Resis: 12
Relative Size: 2

Walking: 3
Charging: 9
Running: 15
Broad Jump: n/a
Flying: n/a
Free Weight: n/a

	Claw (*2)	Total	Bite	Total
Skill	18 + 20		18 + 30	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d8	2d8	1d10	1d8+1d10

(Shadow Wolf)
No Image Currently Available

Armor: None

APV: 0

WR: 1d4

TPV: 1d8

Awareness: 18+5

Bush Craft: 18+25

Concealment: 18+40

Move Un-Noticed: 18+40

Sixth Sense: 18+25

Tracking: 18+40

Insubstantial Opponent

25% chance that any melee attack, missile or spell fired or cast at the shadow wolf will pass through the creature without affect.

Shadow Poison

The wolf's bite delivers poison into the target. Damage Roll is 3d6. Duration is 3d8 combat rounds. On any round the character takes damage, he or she does not suffer actual damage but rather, has his or her attack rank increased to 24/2d12.

More Information

Refer to the back of the stat sheet for more information on special attacks and abilities.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	16	16	12	10	7	21	24	9
2	13	14	14	11	3	7	23	18
3	5	14	9	13	13	9	14	14
4	12	4	9	12	11	20	22	8
5	15	10	13	9	14	17	5	15
6	15	6	11	11	17	15	14	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	51	54	48	49	60	56	51	47
2	44	52	50	50	48	54	54	53
3	46	56	61	50	59	53	51	58
4	51	45	59	57	52	56	57	53
5	47	56	49	52	45	43	50	57
6	55	64	50	55	51	47	59	52

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Wolf, Red

Alignment: Neutral

Nature:

Type: Magical Animal

Red Wolves are covered in bright red fur and are much larger than regular wolves. The Red Wolf is a magical animal that inhabits many of the forests found in Panjere. Red wolves will hunt in packs although the packs are not nearly the size of normal wolves. Typically, you will find only 2d4 Red wolves in a single pack. Like normal wolves, they will concentrate their attacks on characters that are some distance from the group. This makes it very tough on the character that like to hang back and cast spells or shoot missile weapons from a distance.

Breathe Fire

These wolves are able to breath fire. When they do this, it is almost as if they are spewing up the contents of their stomach. A small ball of flame, followed by a thin trail of fire leaves their mouth and streaks to the target. A target is allowed to make a react roll to avoid the fire. If the target

fails its react roll, then the fire hits to burst into a small sphere of intense heat. Damage from this is 4d6 minus the targets WR and APV dice rolls. Luckily, the range on the fire is only 10 feet and there is only a 1 in 4 chance that a given animal will use this form of attack in preference to its regular form of attack.

Immune to Fire Damage

A red wolf cannot be harmed by fire.

Steam Cloud

Oddly enough, it is not a good thing to use cold based damage spells against the Red Wolf either. Its thick red coat reacts with cold to produce steam. The steam will billow out in a radius equal to the damage roll made against the Red Wolf (so if you roll 18 points of cold-based damage against the Red Wolf, the wolf would take no damage and the steam cloud would billow out to a radius of 18 feet).

Visibility within the steam could is ten feet. Although the steam cloud is hot, it will not burn those within. It just provides a block to line of sight (for the most part).

Wolf, Red

Threat: 1
WR: 1d4
TKA: 1d8
Wounds: 20+2d4

Soul Points: 0
Power: 25
React: 14
Resolve: 12

Luck: 0
Spell Resis: 5
Relative Size: 1.25

Walking: 4
Charging: 12
Running: 20
Broad Jump: 4d6+3
Flying: -
Free Weight: -

	Bite	Total
Skill	12 + 0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d6	1d6+1d4

Armor: None

APV: 0

WR: 1d4

TPV: 1d4

Awareness: 18+25

Bush Craft: 18+35

Tracking: 18+25

Breathe Fire

There is a 1 in four chance that the Red Wolf will breath fire. This attack affects one target. Its range is 10 feet and its damage is 4d6 (WR and APV rolls apply. In addition, the target may make a React or Escapist Skill check (target chooses which skill to check against) to avoid the attack altogether.

More Information

Refer to the back of this stat sheet for more information regarding the Red Wolf.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	22	8	10	8	20	21	18	19
2	1	7	20	22	17	14	10	10
3	12	15	10	9	19	9	16	5
4	10	12	4	13	3	19	14	18
5	6	14	15	12	7	10	22	17
6	4	16	13	8	12	15	4	20

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	24	25	26	22	25	26	24	27
2	23	23	23	27	26	26	26	24
3	23	22	23	25	28	23	28	26
4	25	25	24	27	25	23	22	27
5	25	26	24	23	23	24	24	26
6	22	28	27	24	22	26	27	26